GENESIS • SNES • NES • DUO • CDs • NEO•GEO • GAME BOY • GAME GEAR • LYNX

GAMEPRO®

#1 VIDEO GAME MAGAZINE

YOSHI'S COOKIE!

A delicious puzzle game for the Super NES! Starring Mario and Yoshi! Pg.40

FREE Special Section! STAR WARS! Use The Force on the Super NES!

16 Pgs BIG!

ProReviews

Genesis—Championship Pro-Am • Sorcerer's Kingdom • Jeopardy • Rolling Thunder 3 • Al Michaels Announces Hardball III • RBI '93

SNES—Alien 3 • Aliens vs. Predator • Mario Is Missing! • Sonic Blast Man • The Addams Family: Pugsley's Scavenger Hunt

Sega CD—Batman Returns • The Terminator

NES—Battletoads/Double Dragon: The Ultimate Team! Pg.24

Duo—Magical Chase

Game Boy—Star Trek: The Next Generation

Game Gear—Castle [illegible] Illusion Starring Mickey Mouse

PREVIEW Splatterhouse 3 Pg.60

STREET FIGHTER II Champion Edition for the Genesis Pg. 46

The Miracle Piano Teaching System for the Genesis See Pg. 142

FREE INSIDE! Collect All 24!

THE SNAKE
MUTANT LEAGUE FOOTBALL
Deathskin Razors
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Mario and Yoshi © 1993 Nintendo of America

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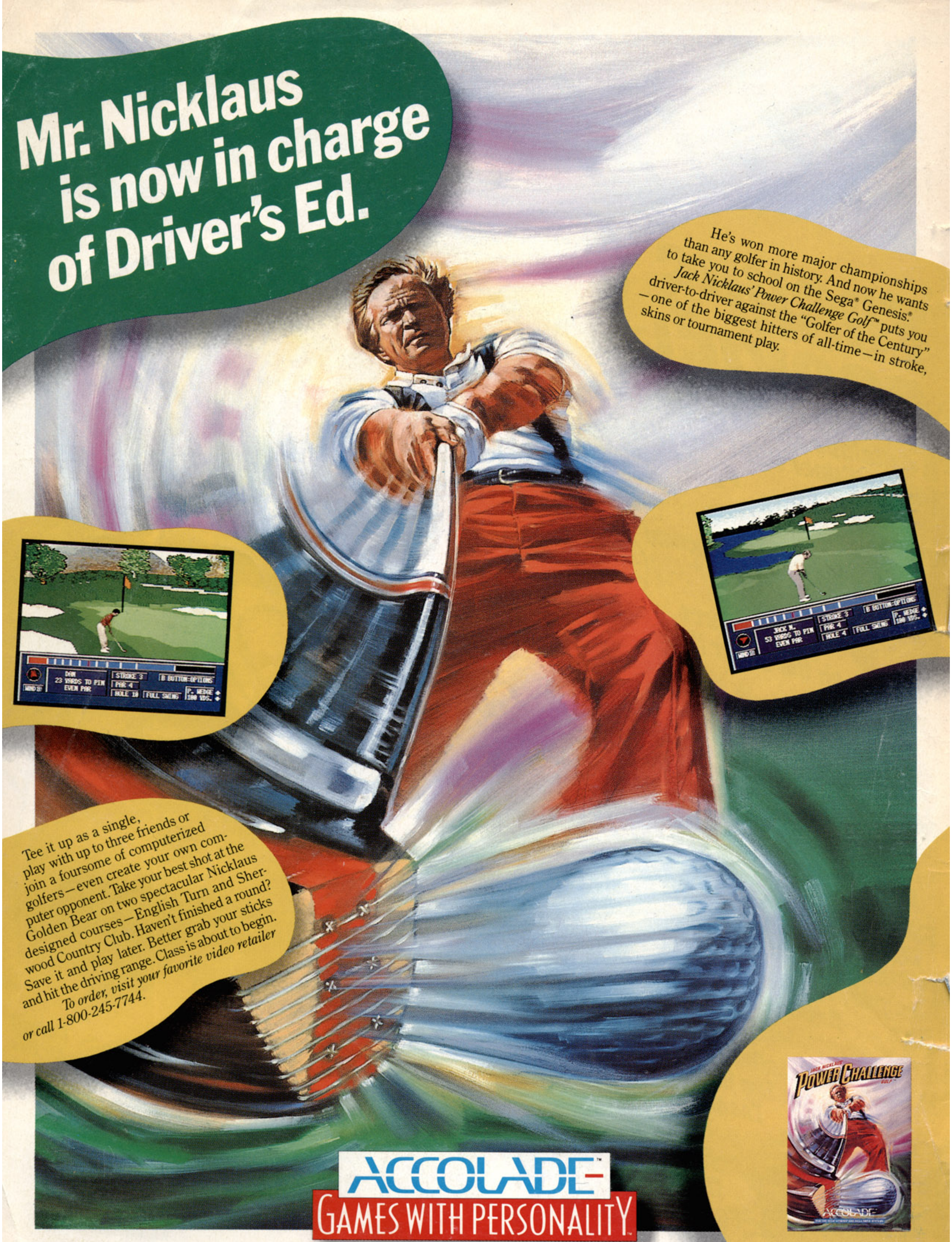

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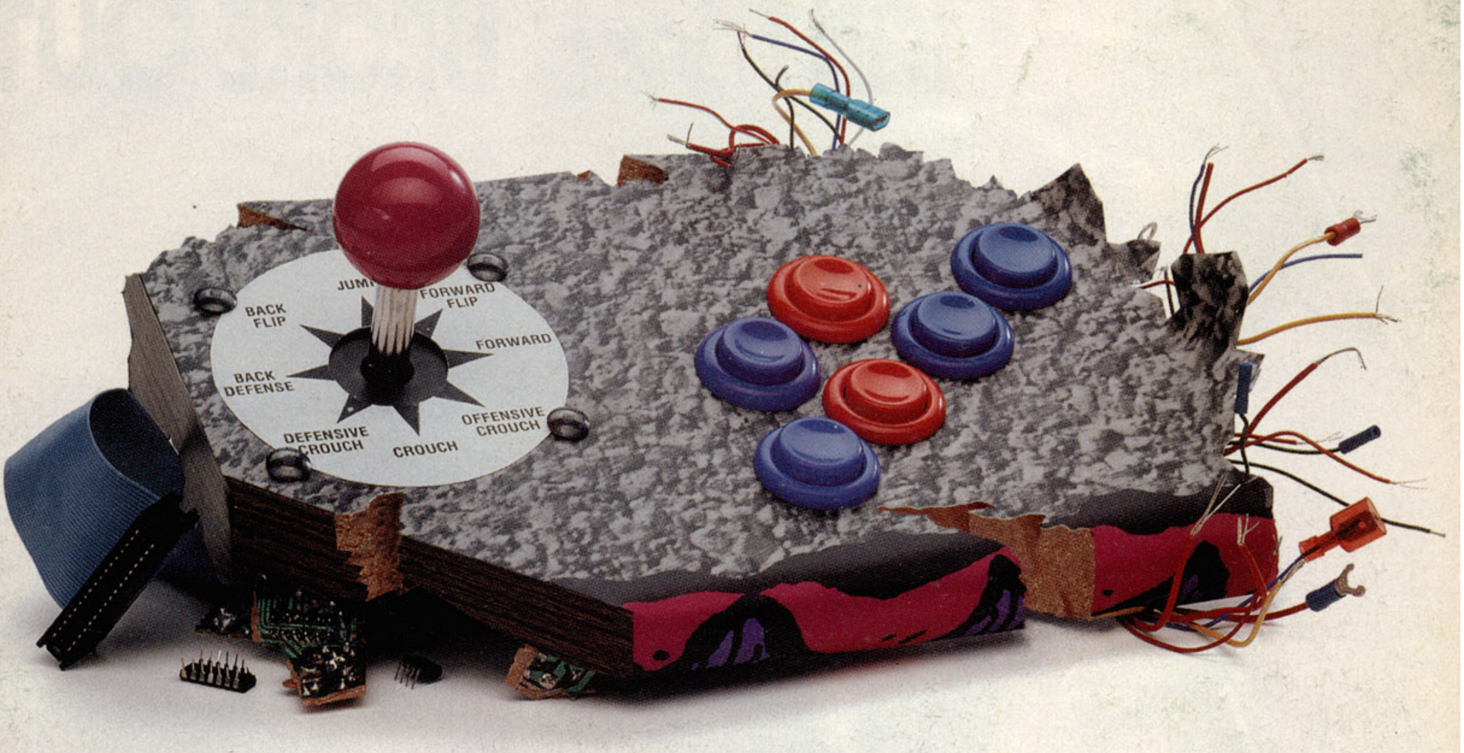
ENTERTAINMENT SYSTEM



We ripped-off a perfectly good idea.

TRUE ARCADE ACTION. You'll find that the only thing missing from our new Super Advantage is the coin slot. Okay, so we added an extra long cord. And our joystick is easier to carry than an arcade machine, not to mention a few thousand bucks cheaper (that means under $50, suggested retail price). Bottom line is, this is about as close as you can get without grabbing a crowbar and—well, you get the picture.

The layout's familiar, and the construction's tough enough to handle the most intense *street fight* or the *ultimate battle* for the universe. We've also added a few features you won't find in the arcades – state of the art effects designed specifically for today's most radical games. No wonder we call it the…

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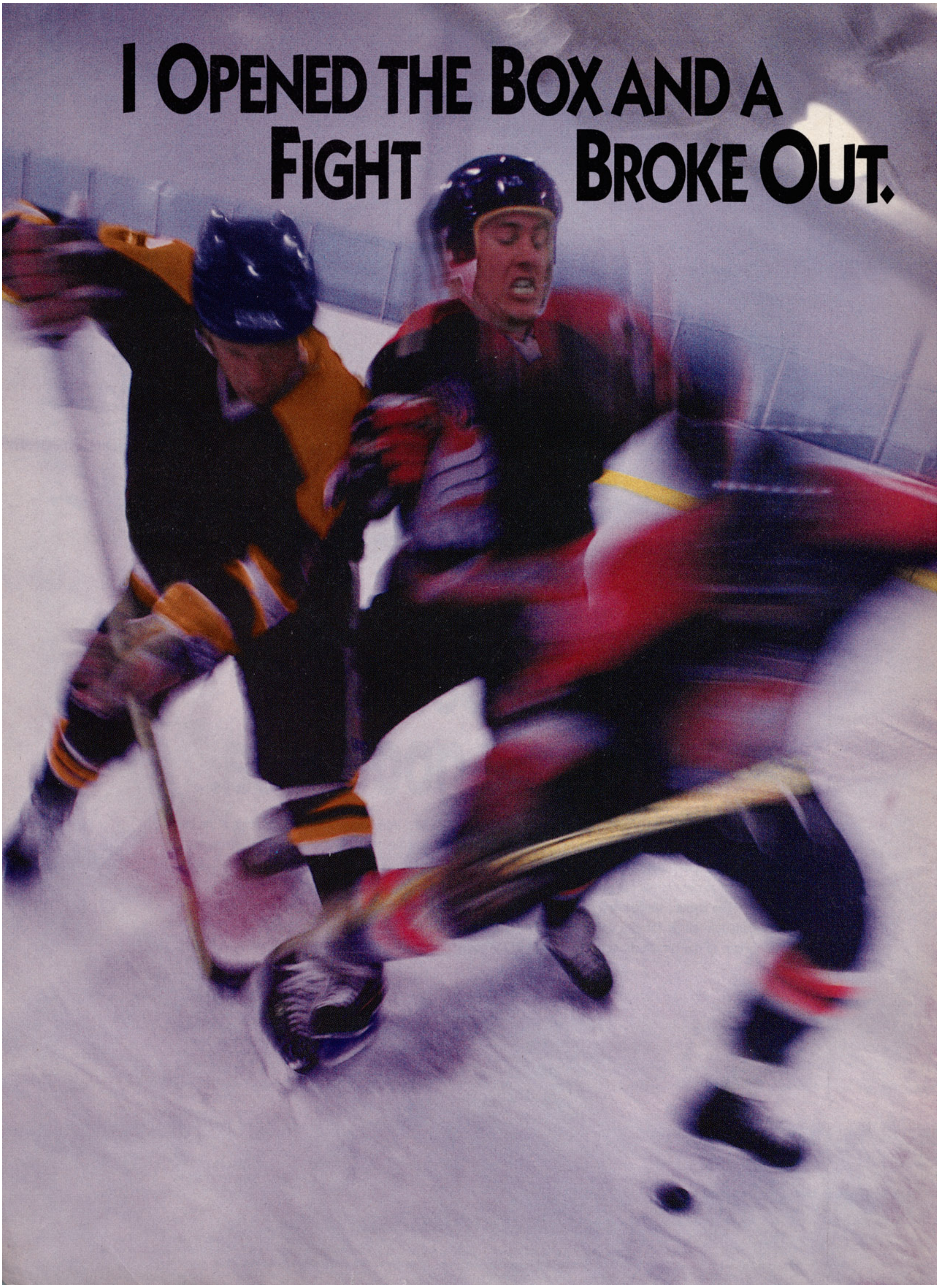
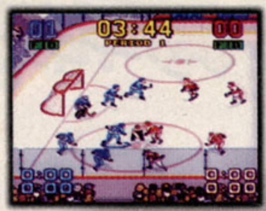
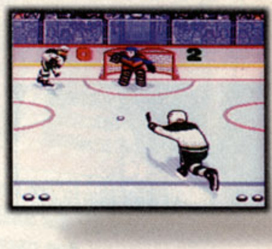

I OPENED THE BOX AND A
FIGHT BROKE OUT.

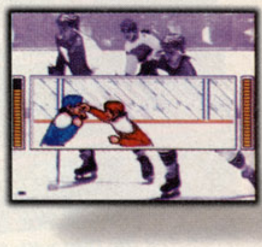


So there I was, sitting in the living room, channel surfing with the remote when I get in that mood - you know - for some **Super NES® Action.** I reach for my new hockey game, **SUPER SLAP SHOT™**, and strip off that weird plastic, the kind that always sticks to your fingers when,



BAM! **OUT FLIES A PUCK** that nails me in the face and two of the biggest mashers I've ever seen hauling after it. WHOAAAAAAAA!

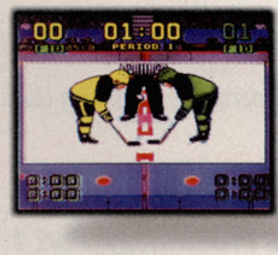
Next thing I know, I'm wiping ice out of my eyes, it's really freakin' cold and I'm standing in a ref's outfit in the middle of a rink in front of thousands of screaming fans. Those same two guys whiz by me and slam up against the wall. They start ***shredding*** each other, the crowd goes off and I'M supposed to send THEM to the penalty box?! YEAH, RIGHT!



They ain't havin' it. They come screaming down the ice like I'm the puck and **Check Me** so hard, I'm sent flying back into my living room. TRIP OUT!

I dive for the **Super NES®** controller under the sofa cushion and now **I'm in control of this game.**

YES! 32 teams to choose from, exhibition or tournament mode, fighting and shootout practice, adjustable team skills and aggression, ref's that range from "tough" to "blind," fourteen pages of hot stats, ballistic skating and throat-ramming slap shots!



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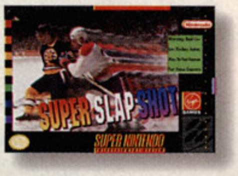

SUPER SLAP SHOT™ Bust one open.

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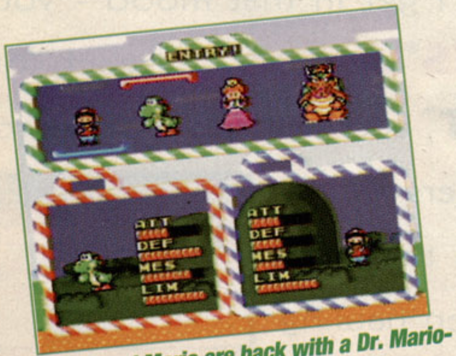
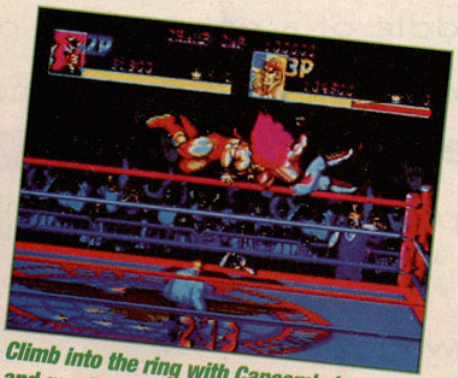
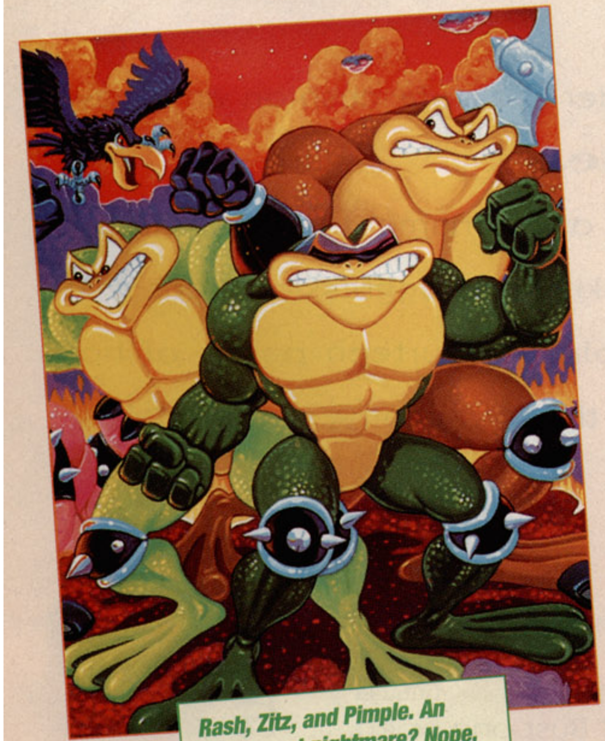


Yoshi and Mario are back with a Dr. Mario-style game for the SNES, NES, and Game Boy systems. See page 40.



Climb into the ring with Capcom's latest and greatest arcade beat-em-up, Slam Masters. See page 20.



Rash, Zitz, and Pimple. An adolescent nightmare? Nope, it's the Battletoads back for more video game madness. See page 24.

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16 Cutting Edge
Fly into virtual reality with Hornet-1 Galaxian 3.

20 Hot at the Arcades
Climb into the ring with Capcom's Slam Masters.

24 Special Feature
Get mad, get bad, get even with the Battletoads. Check out Battletoads/Double Dragon for the NES, Battletoads in Ragnorok's World for the Game Boy, the Double Dragon comic, the Double Dragon animated television show, and a cool Battletoads comic.

34 Special Feature: Ecco the Dolphin Strategy Guide, Part 2
It's sink or swim as Ecco glides through the Island Zone, the Deep Water, the Marble Sea, the Library, the Deep City, the City of Forever, Jurassic Beach, Pteranodon Pond, and Origin Beach.

40 Special Feature: Yoshi's Cookies
Here's a mouth-watering look at the delicious cart that beats Tetris at its own game – Yoshi's Cookie! We whipped up a batch for the SNES, the NES, and the Game Boy.

46 ProReviews

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- 64 ***Sega CD:*** *The Terminator and Batman Returns*
- 70 ***SNES:*** *WWF: Royal Rumble, Aliens vs. Predator, Super Widget, Run Saber, The Addams Family: Pugsley's Scavenger Hunt, Cool World, Sonic Blast Man, Super James Pond, Mario Is Missing!, Kawasaki Caribbean Challenge, and Lethal Weapon.*
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- 140 ***Game Gear:*** *Land of Illusion Starring Mickey Mouse*

75 Special Feature: Super Star Wars ProStrategy, Part 1
The Force is with you in Part One of our super strategy guide for Super Star Wars on the SNES.

Volume 5, #6; June Issue; **GAMEPRO**® (ISSN 1042-8658) is published monthly for $24.95 per year by Infotainment World, Inc., 951 Mariner's Island Blvd., Ste. 700, San Mateo, CA 94404; An IDG Company: The World's Leader In Information Services On Information Technology. For subscription problems only: (303) 786-7459.Second class postage paid at San Mateo, CA and at additional mailing offices. **POSTMASTER**: Send address changes to GAMEPRO, P. O. Box 55527, Boulder, CO 80322-5527. **Change of Address**: Please send old label and new address to GAMEPRO, P.O. Box 55527, Boulder, CO 80322-5527. **Foreign and Canadian** orders must be pre-paid in U.S. dollars on a U.S. bank and must include $10/year additional postage.

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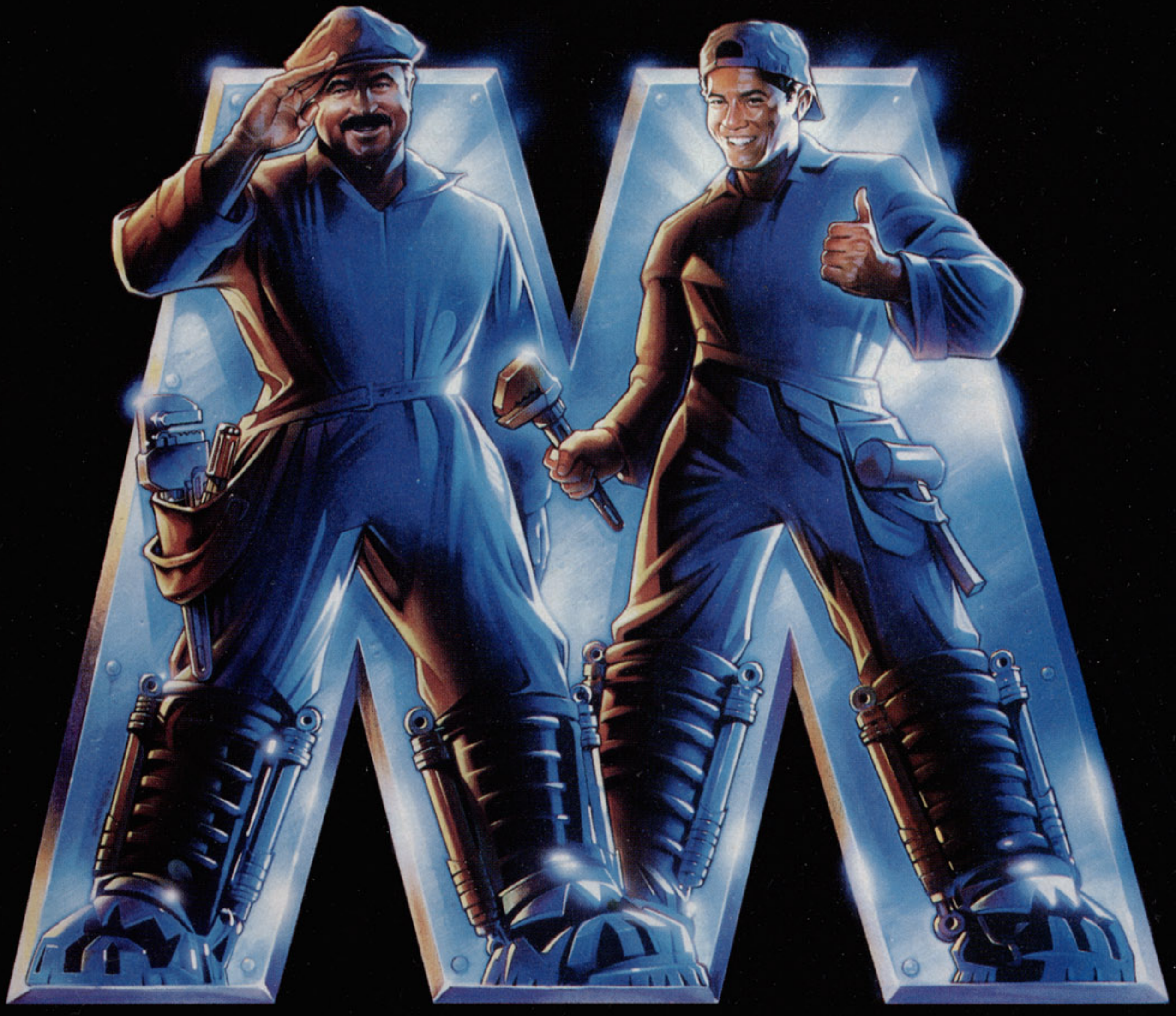
This Ain't No Game.



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PLAYER SELECT
BALROG

Genesis gamers, rejoice! You've finally got your SFII, and it's the Champion Edition. See page 46.

ACCESS GRANTED

It may seem fishy, but it's just Part 2 of our Ecco the Dolphin Strategy Guide. See page 34.

122 Overseas ProSpects
Check out Populous II for the Super Famicom, the new Duo-R from NEC, and Super Famicom games due out in Japan.

128 The Sports Page
Head out to the ballpark with GamePro. It's opening day for Al Michaels Announces Hardball III (Genesis), RBI '93 (Genesis), and Bases Loaded IV (NES). We also got a chance to talk with Tony La Russa about Tony La Russa Baseball (Genesis), and the Sports Insider has some hot sports news.

142 Hardware Helpers
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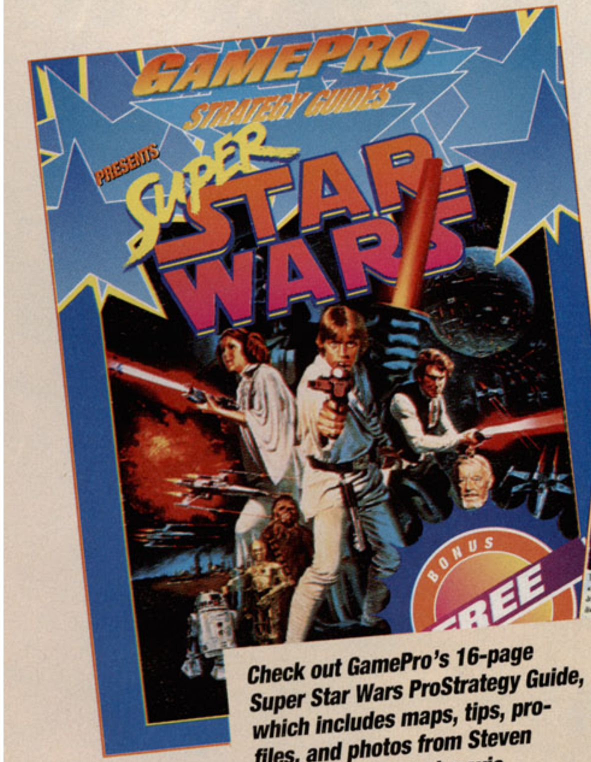
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Check out GamePro's 16-page Super Star Wars ProStrategy Guide, which includes maps, tips, profiles, and photos from Steven Speilberg's original movie.

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Hydraulic Presses
Caterpillar (Mid-Level Boss)
Jawas Revisited
Lava
Force Fields
Lava Beast Jawenko (Boss)

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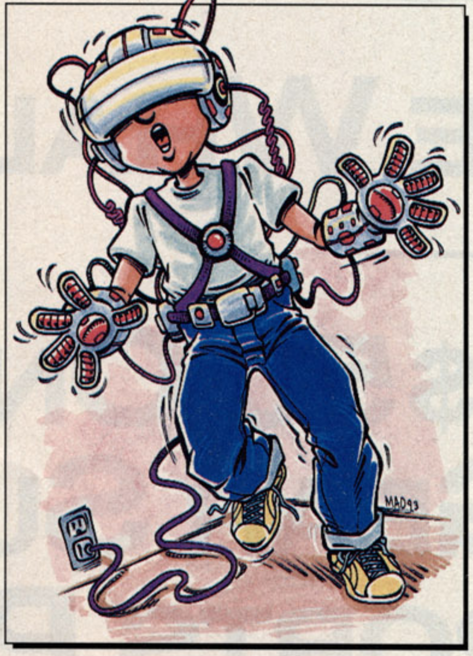
GET IN TOUCH WITH VIRTUAL REALITY

Letter from the GamePros

Now that 16-bit video game systems have become the de facto standard, what's next on the horizon? It may cost you $1 to find out. Look at what's in this issue of GamePro to figure out why.



Virtual Reality games clearly demonstrate how top quality software, hardware, and imagination can create a unique interactive experience.

Maybe it isn't "official" and the action in retail outlets is still respectable, but game developers have spoken: The NES is on its last legs! However, Battletoads/Double Dragon: The Ultimate Team and Yoshi's Cookie demonstrate that companies that make the effort can produce quality games. However, after those two games, the list of up and coming NES carts has tailed off dramatically.

Currently, 16-bit systems dominate the video game scene and your gaming buck. They're fun, but fast becoming formulaic. For example, the Genesis enjoys Street Fighter II: Champion Edition, Rolling Thunder 3, Ecco the Dolphin, Hardball III, and RBI '93. The SNES is well-represented by Aliens vs. Predator, Super Widget, Wing Commander, and, of course, Star Wars. These are all great games, but they're very familiar in concept and design.

There's no doubt that CDs are the medium of home video gaming's future, even if they've gotten off to a slow start. The Terminator and Batman Returns demonstrate that Sega CD games can be capable, and even display flashes of brilliance (as we've come to expect thanks to those excellent Sega TV commercials). But clearly, Sega CD game development has yet to hit its stride. The Duo also continues to tantalize and yet to struggle. Esoteric, innovative titles, such as SimEarth, are truly commendable. However, until something like Street Fighter II makes its way from Japan, the Duo will toil without the critical fanfare it needs.

If you want outrageous action, keep an eye on your local arcades. Scope out Hornet-1 and Galaxian 3 in the Cutting Edge and consider the possibilities. These awesome game machines qualify as "virtual reality" games in the broad sense of the word, but they take you places (in space and on earth) that you've never been before. They clearly demonstrate how top quality software, hardware, and imagination can create a unique interactive experience.

Home systems are firmly set in a 16-bit universe. For a glimpse of things to come, you ought to get out of the house.

You Want It, You Got It!

GamePro has a new look! We're trying to pack the magazine with even more hot info about video games – because you demand it!

You wanted more game screens but the usual in-depth analysis of games? Check out the new look ProReviews.

You wanted more strategy, tips, and tricks? We dissected Star Wars (SNES) and Ecco the Dolphin (Genesis).

You wanted more info about upcoming games? Study the new Short ProShots.

You wanted a greater voice in the magazine? Enjoy the new Mail section.

GamePro is constantly evolving according to your ideas. Thanks for the help. You want more? Just ask.

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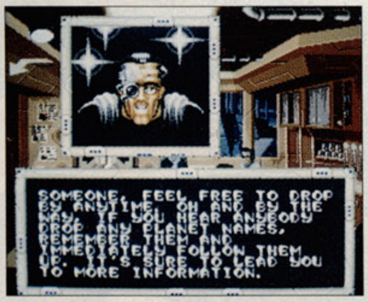
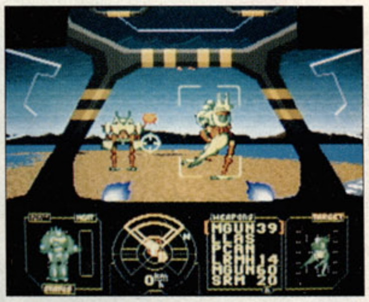


SOMEONE, FEEL FREE TO DROP BY ANYTIME. OH AND BY THE WAY, IF YOU HEAR ANYBODY DROP ANY PLANET NAMES, REMEMBER THEM AND IMMEDIATELY FOLLOW THEM UP. IT'S SURE TO LEAD YOU TO MORE INFORMATION.

It's the year 3027. Revenge is your motive. A Battlemech is your method. Outmaneuver, outsmart and outfight the Dark Wing Lance. Pursue every lead. Track them to the furthest corners of the galaxy. But ya' gotta be smart. Only a great strategy can ensure victory. Use your missiles, cannons, lasers and jumpjets wisely if you expect to defeat your crafty foes. Your reward? More money to build more powerful 'Mechs, critical to completing your ever more complicated missions.



Perched in the control room of a 60-ton 'Mech, incredible 3-D graphics allow you to command the action. Use the practice mode and save game features to jump straight into the action. Whether you choose instant action or the rewards of an entire combat career, it's sure to make you sweat bullets. It's Mechwarrior.

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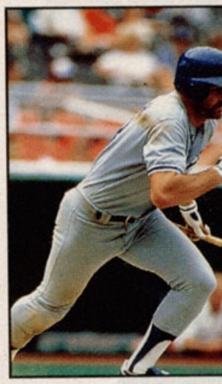
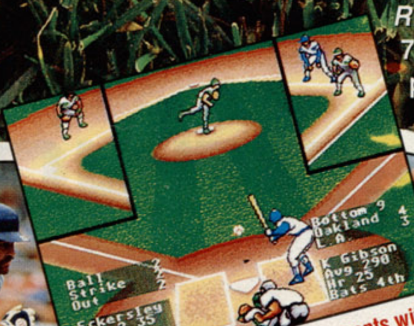
So before you pick up a baseball game for your Genesis, make sure it's not one of those bush-league efforts with phony stadiums and fake player names taken from the local phone book.

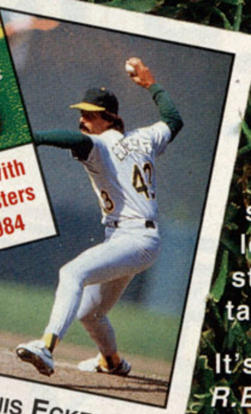
It's easy, just look for *R.B.I. '93*... it's the only game in town.



KIRK GIBSON



Replay classic baseball moments with the *Game Breakers* module and rosters of every division champ since 1984



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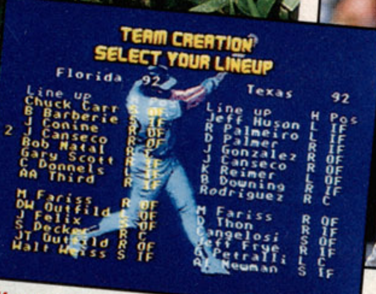
With 28 real stadiums, Kirby Puckett can explode in the hometown Homer Dome or sink a pearl in the K.C. waterworks

KIRBY PUCKETT



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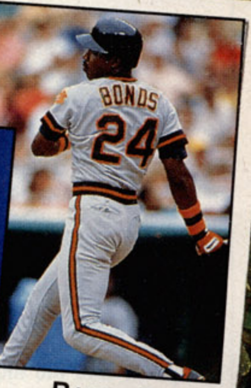
TEAM CREATION
SELECT YOUR LINEUP
Florida 92                         Texas        92
Line up          H Pos           Line up        H  Pos
Chuck Carr       S OF             Jeff Huson    L  IF
B Barberie       S IF             R Palmeiro    L  IF
J Conine         R OF             D Palmer      R  IF
2 J Canseco      R OF             J Gonzalez    R  OF
Bob Natal        R C              J Canseco     R  OF
Gary Scott       R IF             K Reimer      L  OF
C Donnels        L IF             B Downing     R  IF
AA Third         R IF             Rodriguez     R  C

M Fariss         R OF             M Fariss      R  OF
DW Outfild       L OF             D Thon        R  IF
J Felix          S OF             Cangelosi     S  OF
S Decker         R C              Jeff Frye     R  IF
JT Outfild       R OF             G Petralli    L  C
Walt Weiss       S IF             Al Newman     S  IF
```

Keep rosters current with *Create Team Option*—or make your own trades... how would Jose look in Florida teal?



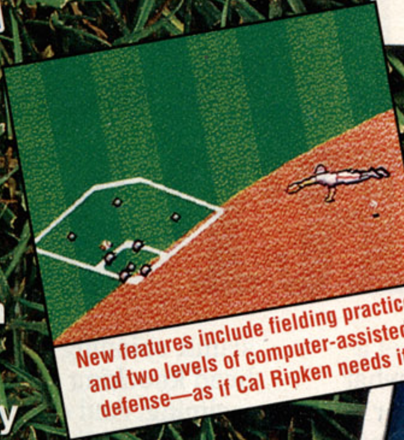
BARRY BONDS

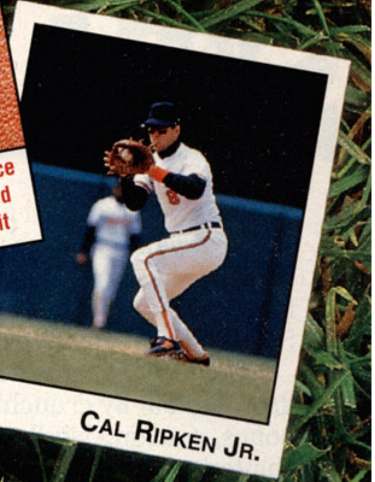
JOSE CANSECO

TENGEN
VIDEO GAMES

R.B.I.™ BASEBALL '93

MARK McGWIRE


New features include fielding practice and two levels of computer-assisted defense—as if Cal Ripken needs it


CAL RIPKEN JR.

- Biggest-selling baseball series in video-game history
- Improved and upgraded gameplay features, including *Home Run Derby*, *Fielding Practice* and *Individual Player Performance Stats*
- Full player rosters for all 28 professional teams—including new Colorado and Florida franchises
- Real, fully detailed home stadiums for all 28 teams

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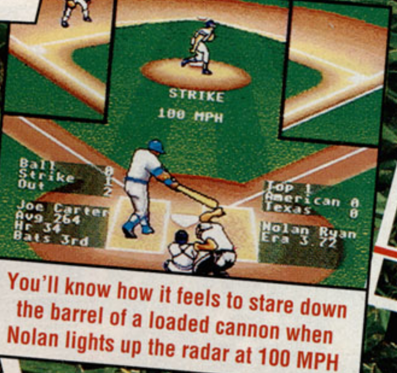
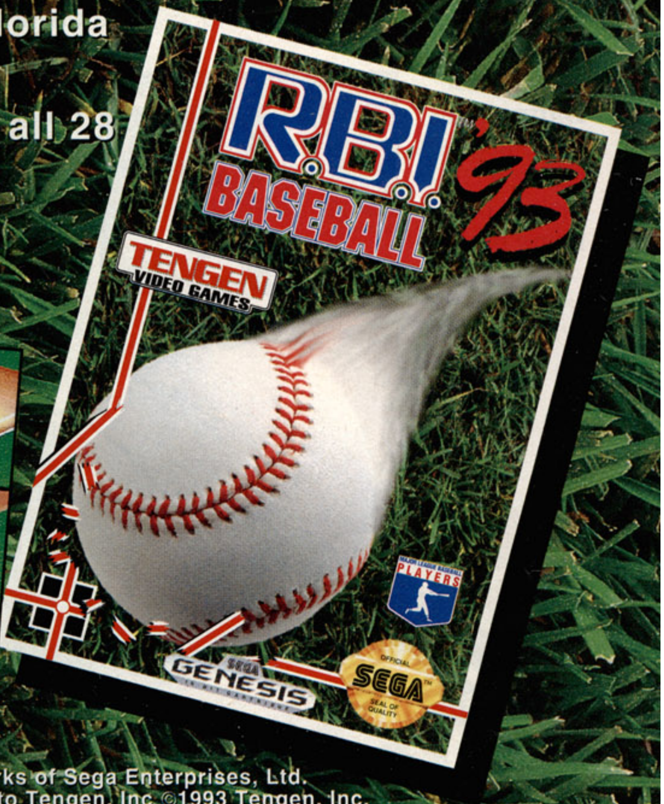

STRIKE
100 MPH
Ball
Strike
Out
Joe Carter
Avg .264
Hr 34
Bats 3rd
Top 1
American 0
Texas 0
Nolan Ryan
Era 3.72
You'll know how it feels to stare down the barrel of a loaded cannon when Nolan lights up the radar at 100 MPH


R.B.I. '93
BASEBALL
TENGEN
VIDEO GAMES
MAJOR LEAGUE BASEBALL PLAYERS
SEGA GENESIS
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SEGA GENESIS 16-BIT CARTRIDGE

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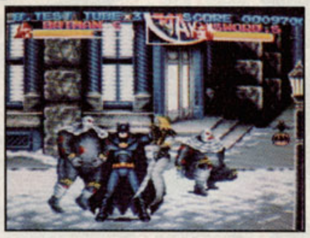
“GENTLEMEN START YOUR SCR

Your windpipe will get a workout when you see what Konami® has prepared for you in the Batman™ Returns game for Super NES™.

But your screams will be drowned out by crunching bones, cracking skulls, shattering glass and other cool CD quality sounds designed to make you cringe.

Because **Batman** has rapid-fire fists and is a master of flying body slams, spinning judo kicks, double head knocking and other means of maiming. And check out our hero's humungous size. We're talking big!

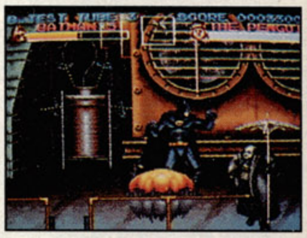


In seven 3-D movie-like levels, experience the agony of **Catwoman's** claws, kicks and whip and the ecstasy of pummeling **The Penguin** and his clan of delinquent clowns, all talented in terrorism.

Inside your cape of fear are **Batarangs** and test tubes, essential for battling the Tattooed Strongman, the Organ Grinder and the rocket launching Duck Vehicle.

Blow away renegade bikers with the **Batmobile** loaded with **Batdiscs** and catapult yourself to safety with your trusty Grappling Hook.

The frigid fiend is chillin' in his way cool lair waiting to put the **Caped Crusader** on ice. So put on your cowl and put up your dukes. Can't you hear **Gotham City** screaming for help?!



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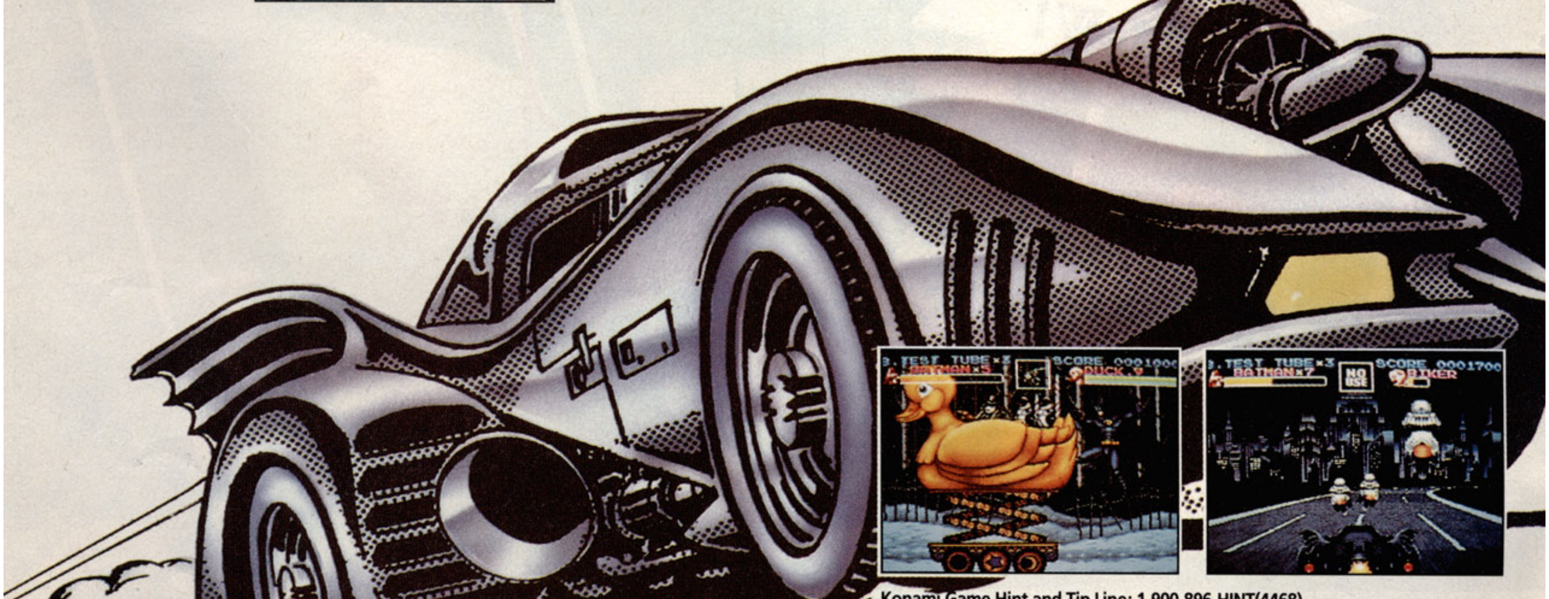

Konami Game Hint and Tip Line: 1-900-896-HINT(4468).

70¢ per minute charge. Minors must have parental permission before calling. Touch-tone phone required.

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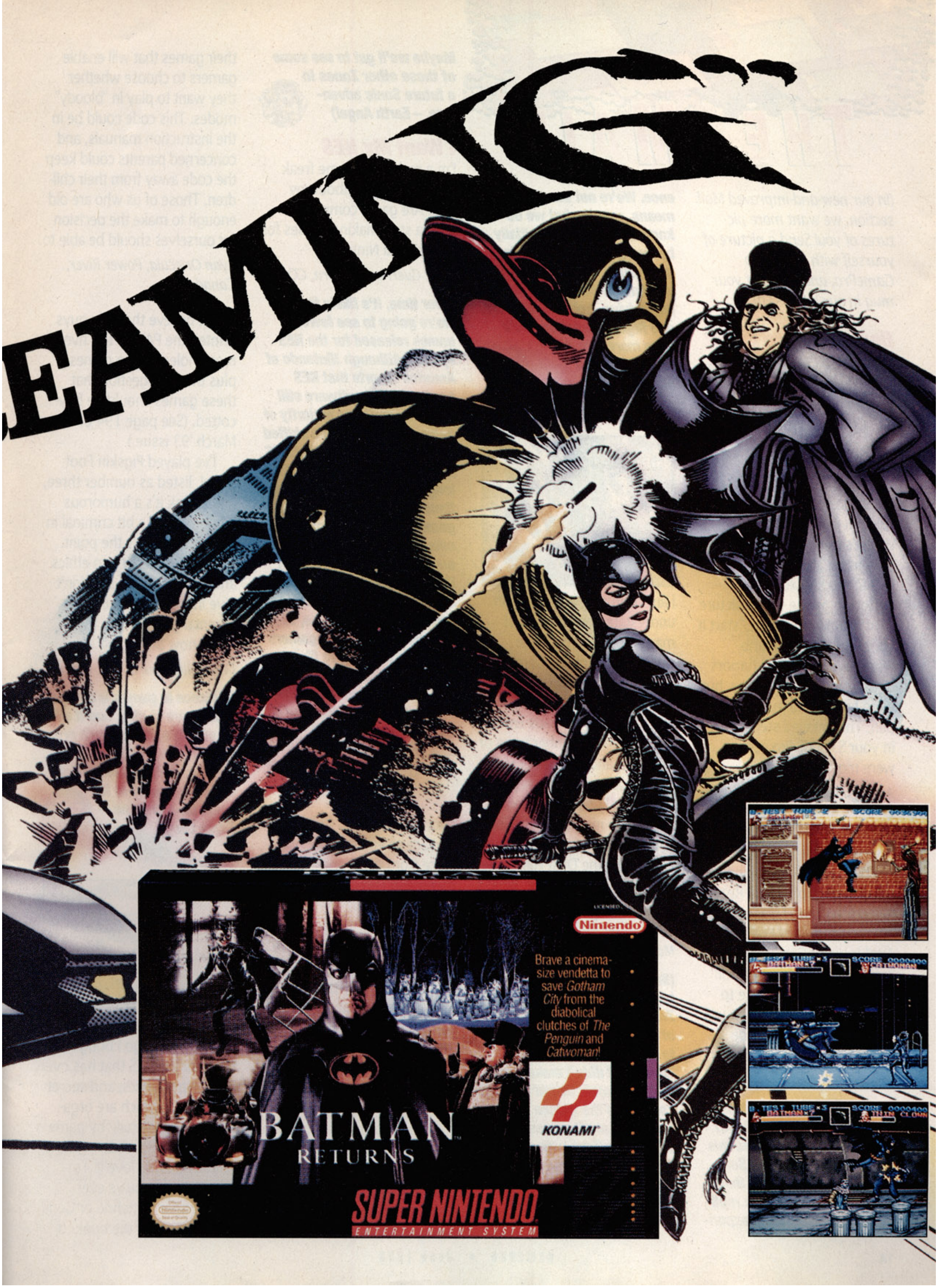
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Brave a cinema-size vendetta to save Gotham City from the diabolical clutches of The Penguin and Catwoman!
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TEST TUBE
SCORE
BATMAN
CATWOMAN
THIN CLOWN

THE MAIL

(In our new-and-improved Mail section, we want more pictures of you! Send a picture of yourself with a letter to GamePro, and we'll put your mug in our mag! – Ed)

Dear LamePro Editor

JUN
CALIFORNIA
92
LAMEPRO

Are you jealous of AskMe-Where's employee, Jeff Rabies, who has a "LamePro" license plate? You should be! Enclosed, please find a picture of it! Thank you for the "start it up" hint for Super Mario World. We had heard rumors of this hint for some time, but were not able to make it happen. The detailed steps given in your S.N.O.T.Pro section were most helpful.

AskMe Entertainment Software

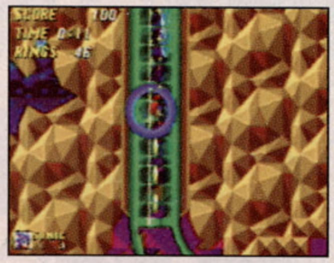
Is It Real, or Is It Virtual?

I've been closely watching the development of Virtual Reality technology, and I was very interested in what I read in the April issue of GamePro concerning Sega's Virtua VR for the Genesis. I would like to know how much this unit will cost, and is it going to be identical to the arcade system?

John Mellito, Nutley, NJ

[Sega's Virtua VR peripheral (see Cutting Edge, April '93) should be on the shelves this fall. The device, which Sega says will retail for less than $200, will try to closely replicate the arcade Virtua experience. We're not sure what that means, exactly, but we do know that there will initially be four games available for the system. Titles aren't set yet, but the categories are racing, driving, action/adventure, and flight simulation. We'll have more info real soon! – Hack 'n' Slash]

Sonic Mystery



I am confused, and that's an understatement! For Christmas I received Sonic The Hedgehog 2 for the Genesis. Since then I've finished the game a number of times, with and without the Chaos Emeralds. In the November issue of GamePro and in another video game publication, I saw pictures of a Zone that never appears in my version of Sonic 2. Plus, you mentioned some Zones, like the Dust Hill Zone, that I've never heard of. What's the story? How can I reach these other Zones?

Matt Lane, Randleman, NC

(Sorry, Matt, but as far as we know, you can't reach these Zones. In the original version of Sonic 2 that Sega showed to us, there were several Zones that didn't make it into the final game. One of these Zones was the Hidden Palace Zone, and another was a desert-like Zone with cacti. As for the names, Sega changed some of the names of the different Zones in the final version. Maybe we'll get to see some of these other Zones in a future Sonic adventure. – Earth Angel)

I Want My NES

I'm a real video game freak and I'm worried about my NES. Are game companies gonna stop making games for the original Nintendo?

Jesse Guerrero, Aurora, CO

(Over time, it's likely that we're going to see fewer games released for the NES system. Although Nintendo of America reports that NES hardware and software still sell quite well, the majority of game companies have shifted their focus to the 16-bit SNES and the new CD formats. As long as game companies continue to make money with NES games, we can expect to see new titles, like DuckTales 2 and Mighty Final Fight from Capcom and Battletoads/Double Dragon from Tradewest (all scheduled for '93). Also, of course, die-hard NES gamers still have an existing library of games to choose from that includes hundreds and hundreds of classic titles. The ol' NES has some life left in it yet! – Unknown Gamer)

Video Game Violence

I don't understand Nintendo's crusade to eliminate gory violence from video games. My friend and I are big fans of Mortal Kombat in the arcades, which is one of the goriest games I've seen so far. Since Capcom had to subdue the violence in SFII, there's no way that all the gore and finishing maneuvers found in the arcade's version of Mortal Kombat are going to be translated to the Super Nintendo version.

While I don't think Nintendo is going to change its mind, perhaps there is an alternative. I propose that companies put a code into the home versions of their games that will enable gamers to choose whether they want to play in "bloody" modes. This code could be in the instruction manuals, and concerned parents could keep the code away from their children. Those of us who are old enough to make the decision for ourselves should be able to.

Ryan Oriecuia, Power River, Canada

I can't believe that you guys printed the PAVV's top five most violent video games, plus their suggestion that these games should be boycotted. (See page 194 of the March '93 issue.)

I've played Pigskin Footbrawl, listed as number three, and I think it's a humorous game. Maybe a bit criminal in nature, but that's the point. I'm not gonna get into ethics and stuff like that, but don't give into such ridiculous parental groups who think they know better.

Don Vaillencourt, Miss, Canada

(Violence in games is an issue that's here to stay, and it elicits strong opinions, both pro and con. Keep those letters coming. We'll be discussing it here at GamePro for some time to come. – Scary Larry)

Tips Books

Nintendo
GREATEST TIPS

Several years ago I bought a book for the NES that has over 2,000 tips, tactics, and secret passwords, which are organized alphabetically by game name. The book is by GamePro, and I love it. I'm wondering if you've ever made Super Nintendo or Genesis versions of the book? If not, I really think you should!

Willie Pruitt, Toledo, OH

(You're in luck, Willie. To order our Sega Genesis Game Secrets Greatest Tips, see page 160. A Super Nintendo version of the book will be available this summer. – Slo Mo)

Chun Li Oughta Be in Pictures

Is there going to be a Street Fighter II movie?

Matt Stradley, Fremont, CA

(As we go to print, a Street Fighter II movie is under negotiation. Capcom says it's likely that the film will be a live-action movie similar to the Teenage Mutant Ninja Turtles flicks. However, to date nothing's been signed on the dotted line. – Dr. Dave)

Street Fighter Rappin'

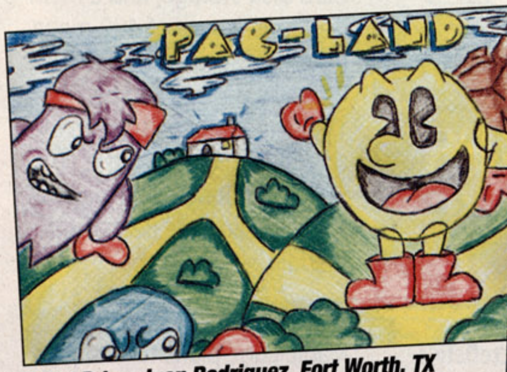
Street Fighter is the game,
If you lose, you lose your fame.
Ryu, Sagat, Guile, and Ken
Are the players that make me win.
Fireball, Tiger, Sonic Boom,
On Turbo, the speed is zoom.
Balrog has a glove, Vega has a claw,
If Blanka gets mad, he does a rolling ball.
The uppercut in the air,
Zangief is a bear.
Ryu is tough, so is Ken.
The hardest of all is M. Bison.
M. Bison has a scissor knee,
But my homegirl is Chun Li.
Rubber Arm is real cheap.
You do this, you get beat.
Guile has a razor, Sagat has a knee,
You do this, you beat Chun Li.
Sheng Long has a lot of flare,
He taught Ken and Ryu to fight everywhere.
Yoga Nugie, Yoga Flame,
This is how you play the game.

Kyle Robertson, Arlington, TX

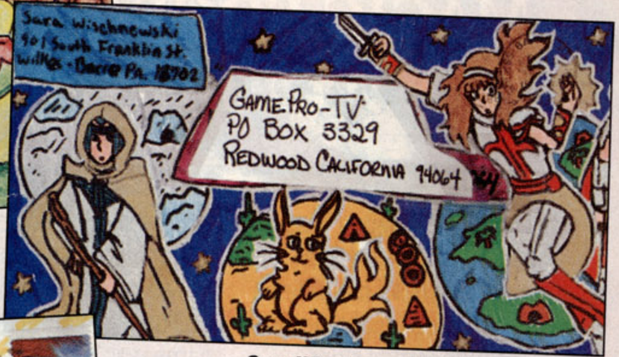
(Hey, Kyle, your rap was real cool. We all read it. You're no fool. OK, so we obviously aren't too good at this, but send us your poems, pictures, and other creative ideas and we'll print them in GamePro. – Boss Music)

The Envelope Please!

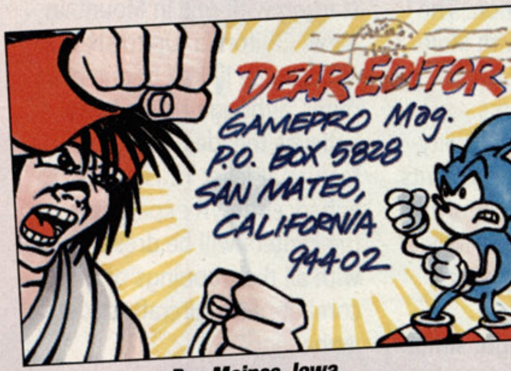
OK, OK, we give up! So many of you are sending us cool envelopes that we can't keep them to ourselves any longer, so we're jumping on the envelope art bandwagon with the rest of the mags! Here's a selection of this month's best. Keep sending them – envelopes or art – and we'll print 'em. The Envelope of the Month earns the artist a GamePro Super Shirt.



First Prize: Juan Rodriguez, Fort Worth, TX


Sara Wischnewski
401 South Franklin St.
Wilkes-Barre Pa. 18702
GAME PRO-TV
PO BOX 3329
REDWOOD CALIFORNIA 94064

Sara Wischnewski, Wilkes-Barre, PA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GAMEPRO Mag.
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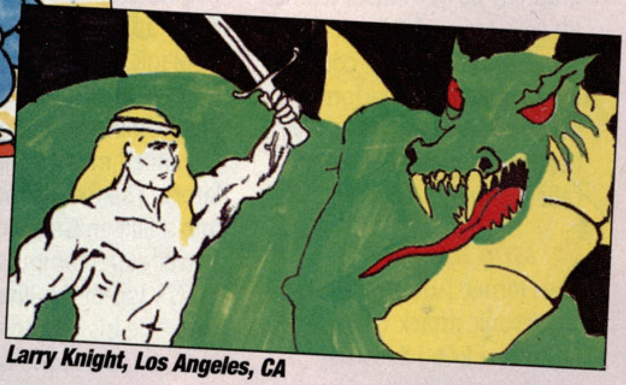
CALIFORNIA
94402

Frannie Moon, Des Moines, Iowa



Larry Knight, Los Angeles, CA

So, Tell Us What You Think.

This is your magazine so tell us what you would like to see in it. Here's your chance to design the kind of magazine you've always wanted. Send your suggestions to:

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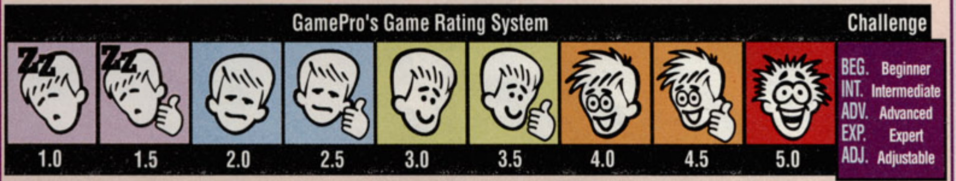
Thanks for your input!

GamePro's Game Rating System


GamePro's Game Rating System
Challenge
1.0
1.5
2.0
2.5
3.0
3.5
4.0
4.5
5.0
BEG. Beginner
INT. Intermediate
ADV. Advanced
EXP. Expert
ADJ. Adjustable

Graphics: Judges the overall artistic quality of sprites, animation, and background scenery. **Sound:** Critiques music and sound effects. **Control:** Rates how smoothly the control pad commands and the game's interface turn you on to the on-screen action and fun. **FunFactor:** Are you gonna have a good time? **Challenge:** This is the average skill level necessary to play the game. When you can pick skill levels, we label Challenge "Adjustable." **GamePro's Game Rating System:** 5.0=Outstanding! 4.0=Great job! 3.0=Good job! 2.0=O.K. but could be better. 1.0=Wake me up when it's over!

THE CUTTING EDGE

By the Whizz

MAGIC EDGE TAKES OFF WITH HORNET

It's no military secret that for years jet aces in the U.S. armed forces have been flying highly advanced flight simulators through virtual skies. Now you may get the chance to soar after their vapor trails. Silicon Graphics, a computer graphics powerhouse, teamed up with Magic Edge, an interactive entertainment company, to link a high-performance graphics workstation to a virtual reality flight simulator called Hornet-1.

Fly with the Pros

The Hornet-1 duplicates the supersonic attack characteristics of the F/A-18 Hornet, which in real life spearheads U.S. Navy and Marine Corps' fighter attack units. Magic Edge built the full-scale fiberglass pod, which is 7.5 feet wide by 12.5 feet long by 7 feet high. The cockpit features all the trappings of an F/A-18 Hornet fighter jet. You control the simulator with a joystick and a throttle. All the vital readouts appear on a 40-inch heads-up display (HUD). A Sony rear-projection system flashes the images on the screen. Strap in, because six 50-horsepower hydraulic lifters rock and roll the two-ton pod through an impressive range of motions: 45-degree pitches up, 60-degree rolls, and 30 inches of vertical movement.

The flight characteristics and the combat missions are based on a fighter pilot game by Paradigm Simulation. The game was created with MultiGen development software from Software Systems.

A Silicon Graphics' RealityEngine graphics system paints the graphics, which, according to Magic Edge, create a fully immersive, VR flying experience similar to those in advanced military flight simulators. The RealityEngine plugs into a Silicon Graphics Iris Power supercomputer, which is SG's top-of-the-line graphics unit. The Iris Power has previously been used to generate imagery for complex training simulators for aircraft, cars, and ships. It muscles up with 256 megabytes of memory, more than 100 gigabytes of hard disk storage, and a memory transfer rate of 400 megabytes per second. Is that graphics power? You bet! You've probably also seen big-screen magic conjured up by SG's computers in Terminator II, Beauty and the Beast, and Aladdin.

The Hornets' Nest

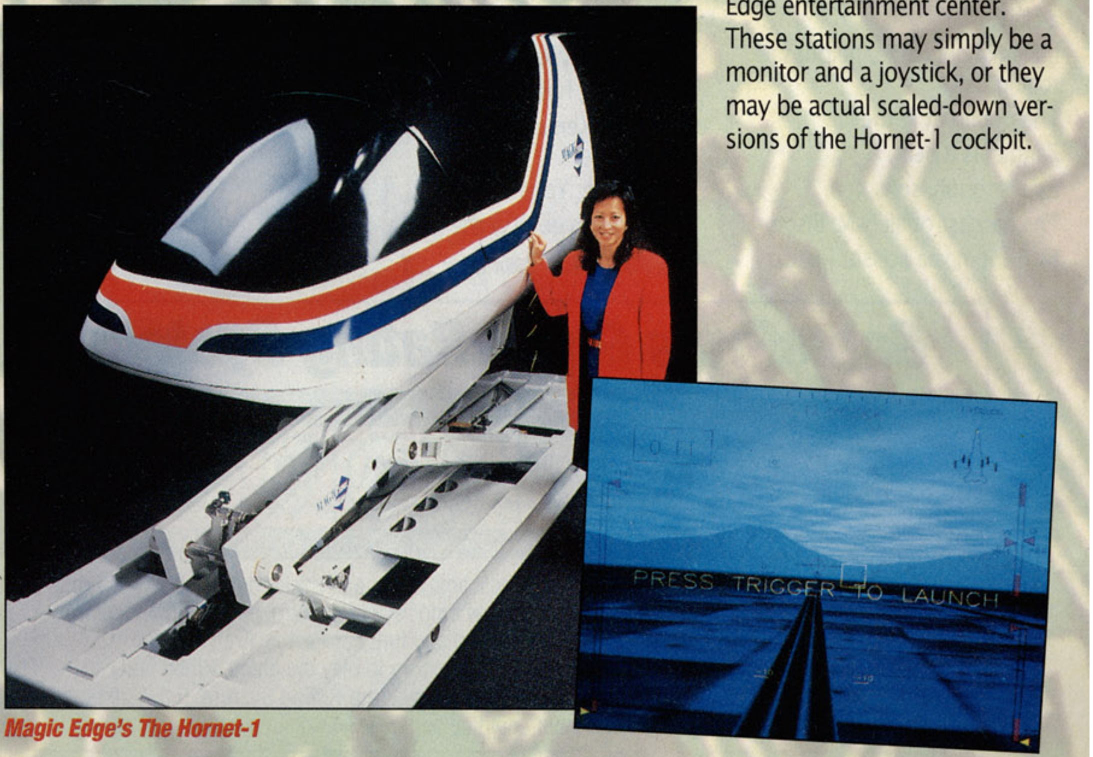
Magic Edge plans to establish Hornet-1 game centers around the country by November '93, starting with one in Mountain View, California. Up to six Hornets can be linked to one computer, although Magic Edge believes the ideal setup will feature at least 12 Hornets. To enhance the VR experience, the centers will be dressed up with all the trappings of a combat-ready aircraft carrier jet hangar.

As a group, VR jet jockies will receive preflight instructions and mission objectives from a Squadron Commander. Fliers will then don flight suits and take off. During the mission, the Commander can monitor each Hornet's screen from a command center, and he will be in constant radio communication with all the fliers. In addition, all of the pilots wear headsets with a hot mike to communicate with each other. A four-channel surround-sound audio system pumps the vocals and special effects through the cockpit.

Although the squadron will have established mission objectives, lone-wolf hotshots can fly off into the virtual skies alone, with the Squadron Commander barking in their ears. The 15–20 minute long missions, according to Magic Edge, will involve attacks on ground-based targets as well as dogfights against enemy aircraft.

Mission Debriefing

After completing a mission and landing back at the carrier, the pilots will meet at a debriefing area to tell tall tales and endure a mission critique by the Squadron Commander. Pilots can then practice specific maneuvers or scenarios at Skill Stations, which will be set up in another section of the Magic Edge entertainment center. These stations may simply be a monitor and a joystick, or they may be actual scaled-down versions of the Hornet-1 cockpit.

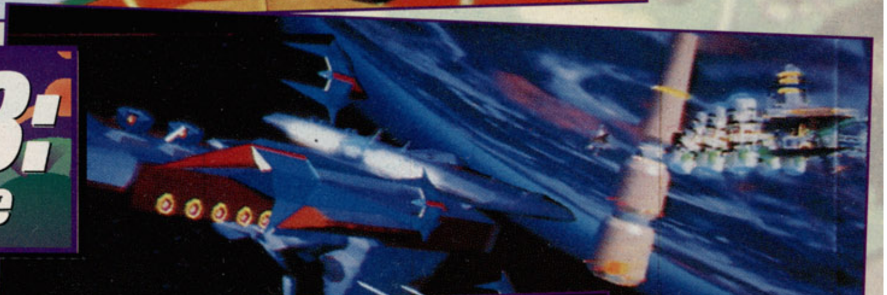


Magic Edge's The Hornet-1

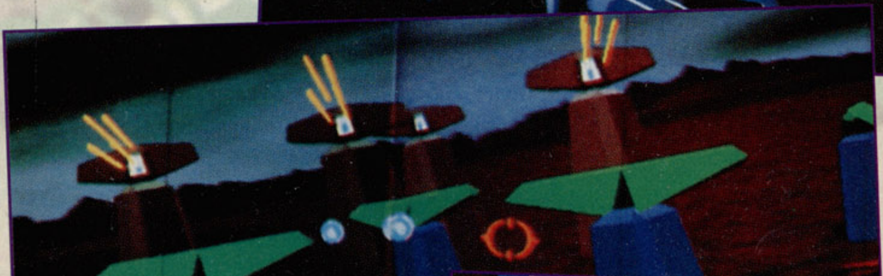
Take-off!

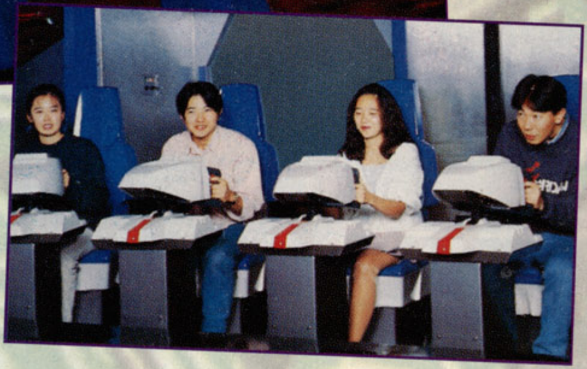
The Hornet-1 sounds like it's set up for big time jet combat! GamePro has Hornet-1 flight time scheduled. Expect a mission report in the next issue.

Product Info: Magic Edge, 257 Castro St., Mountain View, CA 94041; 415/965-8819.



GALAXIAN 3:
Gaming on a Galactic Scale





Man your battle stations, GamePros! Arcades everywhere are in serious danger of being invaded by the most awesome outer space shoot-em-up in the galaxy! Galaxian 3 by Namco Ltd. has serious right to the over-used claim of taking gamers "where no game has gone before."

Seed of Disaster

In the distant future, the Mother Planet has lost contact with its planets in a remote region of its galaxy. The United Galaxy Space Fore (UGSF) has been sent to investigate the mysterious loss of communications. They find a monstrous, planet-clobbering weapon, the "Cannon Seed," moving inexorably toward the Mother Planet. They send a call out for the UGSF's number one spaceship, the Dragoon, and its six top gunners. Of course, it takes a few yen for you to acquire "top gunner" ranking, but you get the picture...and the picture here is impressive!

Great Guns

Galaxian 3 is a huge, self-contained, six-player sit-down arcade unit. Each player mans a gun control station, which faces two gigantic 110-inch screens. A four-channel stereo system belts out ear-numbing audio effects as two Sony overhead projection cameras send you into a wild, mind-bending space battle.

The Dragoon's battle stations are color-coded and each unit flashes similarly colored cross hairs on the huge screen. To zero in on a target, you swivel your gun to whip the cross hairs around the screen. Gunners must coordinate their firepower in order to sweep through a squadron of alien fighters, or focus enough energy to blast a massive enemy vessel.

So Real It Hurts

Galaxian 3 qualifies only loosely as a "virtual reality" game because six players share the same hardware. However, the screens are so massive, and the sound so pervasive that you really feel like you're living through the space battle of your life!

This game's graphics are positively awe inspiring. Fleets of enemy warships fly at you from all areas of the screen. Gigantic dreadnoughts rumble straight at you and (hopefully) explode in your face. You fly through planet atmospheres and take a stomach-jarring ride inside a huge enemy vessel. If you don't like roller coasters, stay away from this game! There's no doubt that Galaxian's mesmerizing visual affects and its big screen impact will scare the socks off little kids and the faint hearted.

Big? Bigger!

The six-player Galaxian 3 arcade system is huge by American standards, but in Japan it's peanuts. Namco has a gargantuan 28-player version installed at its theme park, Wonder Eggs, in Fuiako Tamagawa! The 360-degree screen surrounds two tiers of gamers, while 16 video projectors flash the Dragoon saga on the screen.

Out of This World

Galaxian 3 propels arcade games to new heights. If you're looking to lose yourself in a game, this could be it!

Product Info: Namco America, 150 Charcot Ave., San Jose, CA 95131; 408/383-3900

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RAZOR RA

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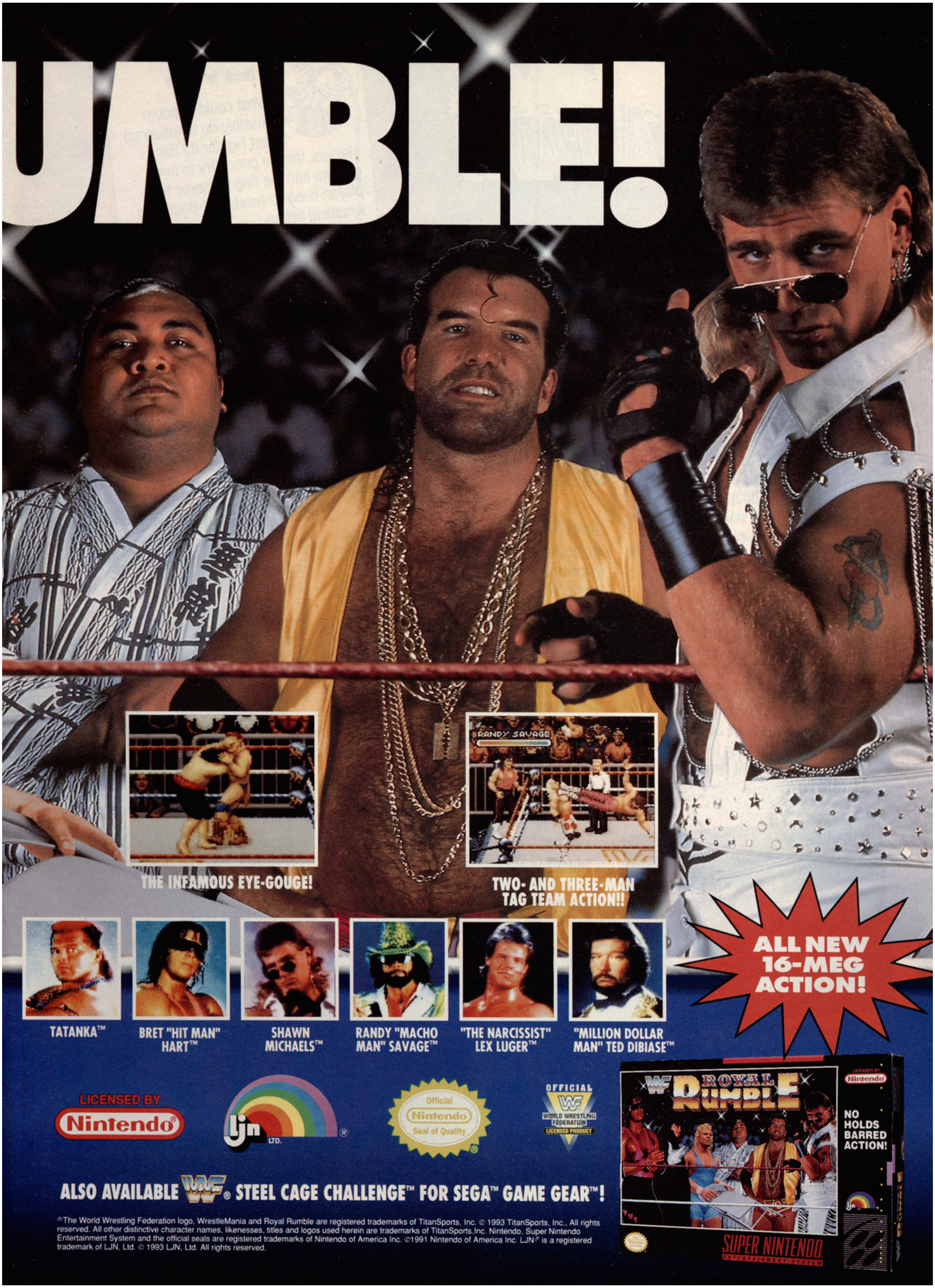
YOU MAY BE READY TO WRESTLE... BUT ARE YOU READY TO RUMBLE?!!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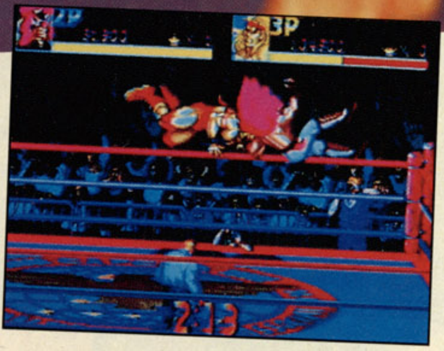
HOT AT THE ARCADES

By Hack 'n' Slash

What could Capcom possibly do to follow up Street Fighter II? For starters, they're gonna try to lure gamers into the ring for some four-player, head-to-head, mat-pounding wrestling action.



Slam Masters (Capcom)

I Think, Therefore I Slam

Slam Masters takes the same concepts that made the Street Fighter series a success, and puts them to the test in a wrestling ring. Up to four players compete simultaneously in two different mode options. One player can slam it out against the CPU, or two players can go head-to-head. In the Team Battle Royal Mode, up to four wrestlers (two teams of two) can compete simultaneously.

The Slam Masters are a crew of ten different wrestlers. As in Street Fighter, the characters each have their own personalities, story lines, and special moves. This slammin' crew includes such originals as King Rasta "Mon" (a wild, raging jungle man with a monkey on his back) and Jumbo "Flap" Jack (a big-bellied bad guy from Canada), plus Haggar of Final Fight fame.

Slam Chops

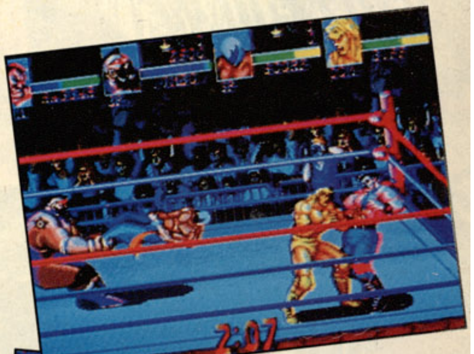
Although the Slam Masters' moves aren't as complex or numerous as those of the World Warriors', each character does have unique moves that require practice to master. The two-button controls trigger different moves, depending on your opponent's range. Double clicking on the directional controls spins off dashing attacks.

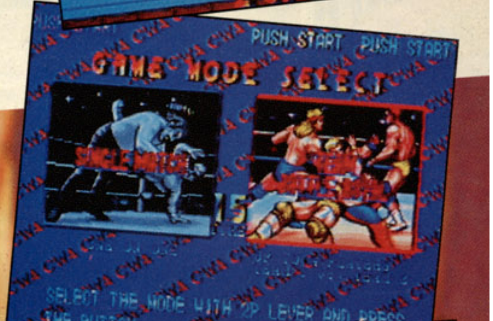
Special moves include a wide assortment of throws and holds, spinning pile drivers, and even the ability to grab weapons from outside of the ring to use on an opponent. Although none of the characters have projectile attacks, each can climb out of the ring and onto the turnbuckles. Leaping from the turnbuckles to nail an opponent is a blast!

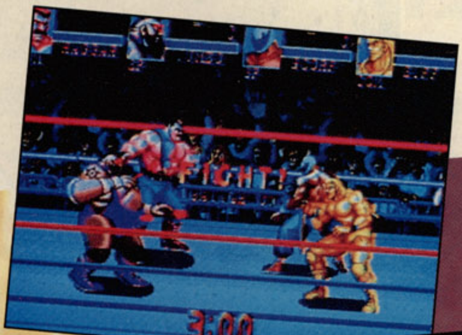
Silence of the Slams

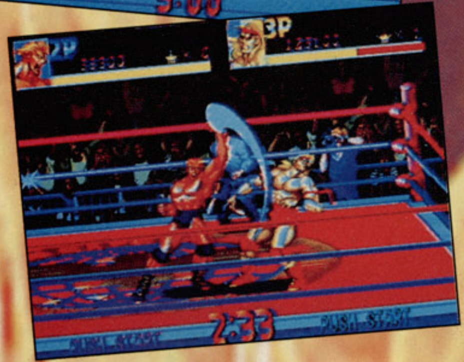
Slam Masters looks as good as SFII – if not better! The character sprites and backgrounds have gorgeous detailing, including each character's trademark outfits. Better yet, welcome to Q Sound! Capcom's licensed this innovative sound technology to give every last digitized grunt, groan, and note a surround-sound effect that's gonna blow your mind.

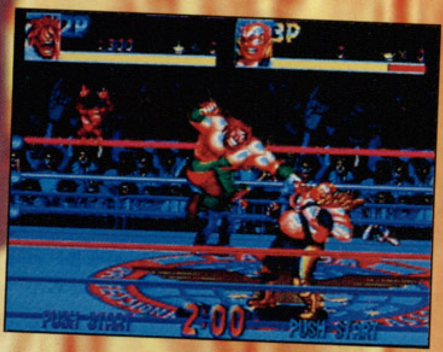
Slam Masters may not dethrone SFII at the top of the arcade heap, but it's well worth your time and a quarter or two. Slam on!

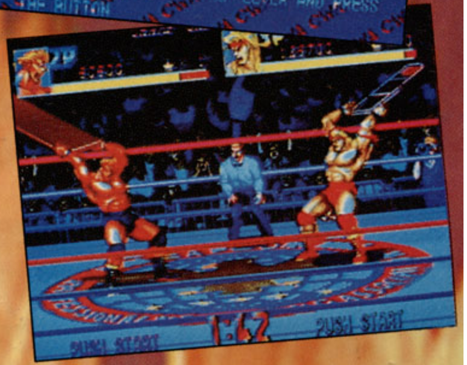












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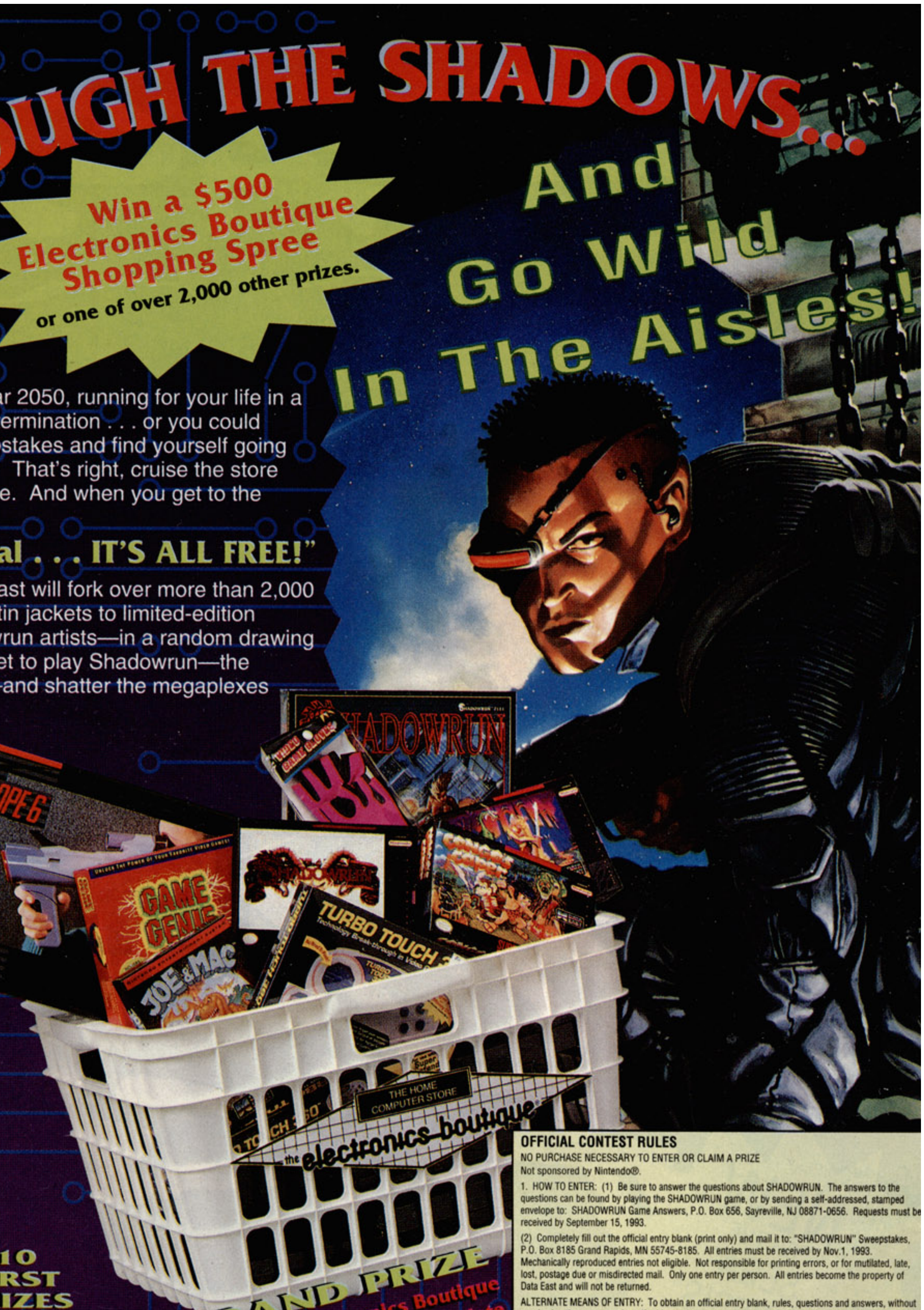

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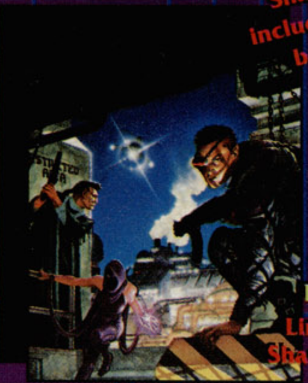

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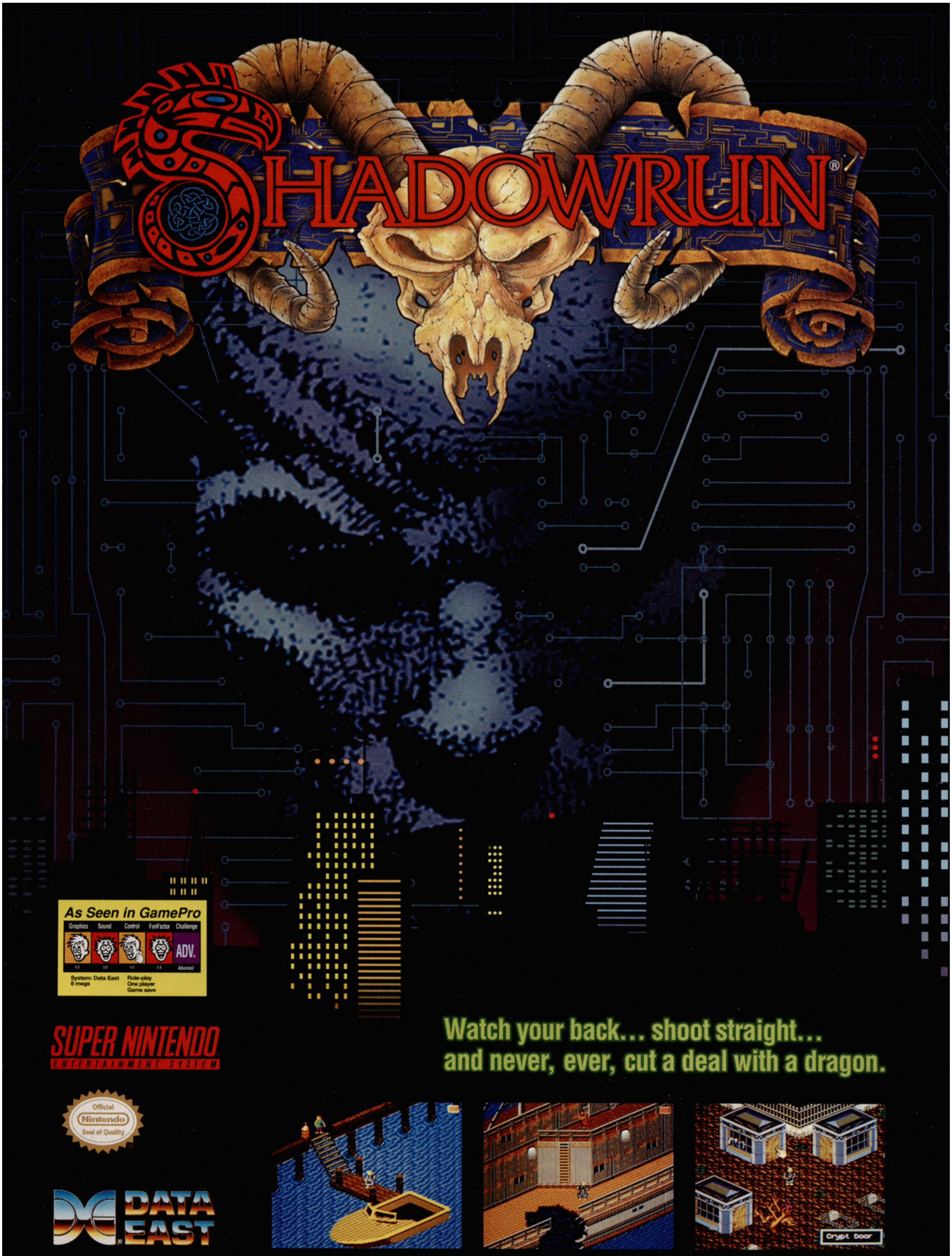
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SPECIAL FEATURE

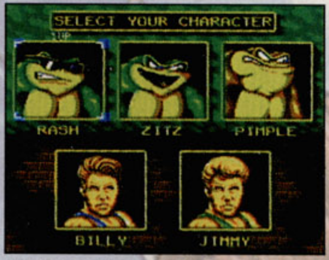
Batt Doub

The Ul

By Toxic Tommy

In the original Battletoads for the NES, the 'Toads gave the Dark Queen a major headache on Ragnorak's World. Now she's back to return the favor, but this time she's joined forces with the vile Shadow Boss of Double Dragon fame, and together they plan to enslave the Earth. There's only one thing for the webfooted heroes to do – put a call out to the Double Dragon brothers, Jimmy and Billy Lee!

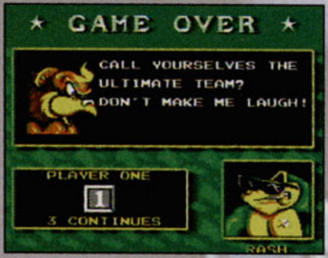
Teaming the Battletoads with the Double Dragon boys seems like a surefire way to pump up sagging interest in the NES. The concept IS great, but the execution is a little ragged in some areas.



Battletoads meet Double Dragon.

Get Ready to Ribbit and Ruuumble!

Battletoads/Double Dragon is a fists-of-fury beat-em-up. One or two fighters can play, and they can be any 'Toad or Lee Bro. – Rash, Zitz, Pimple, Jimmy, or Billy. Professor T. Bird is also back as your mean-tempered team leader.

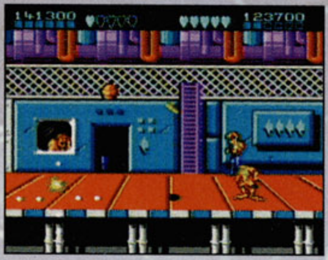


★ GAME OVER ★

CALL YOURSELVES THE ULTIMATE TEAM? DON'T MAKE ME LAUGH!

The Professor loves to complain.

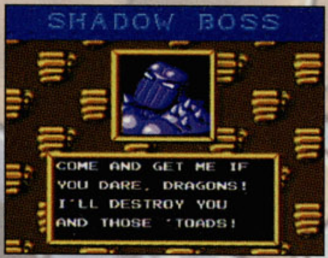
This side-view, multi-scrolling adventure leads you through eight treacherous levels inside the Colossus, on Earth, and finally in the Dark Queen's spaceship. With just three continues, this game is a worthy NES workout. Moreover, since there are no passwords, you're in for the long haul.



PROTIP: To beat a dynamite-tossing Windowman of Doom, you must anticipate where his dynamite sticks will land, grab 'em, then toss them back at him before they explode.

Clobberin' Time

As you might expect, this game doesn't skimp on the action. You must wade through a never-ending army of goons from the original Battletoads and Double Dragon games. Robo-Manus, General Slaughter, and Scuzz the Rat team up with Roper, Linda Lash, and Lopar. If you don't know these creeps, understand that they're Major League bad news to NES fist-fighters (and get yourself to a video store to rent the original NES games).



SHADOW BOSS

COME AND GET ME IF YOU DARE, DRAGONS! I'LL DESTROY YOU AND THOSE 'TOADS!

The bad guys mean business!

PROTIP: In Big Blag's lair, kick the stuffing out of the Guidos without taking damage by holding onto a ladder or a wall as you kick.

To beat off the evil gang, the 'Toads and the Dragons pack an awesome arsenal of fighting techniques. The 11 Battletoads moves feature creature-pounding effects, such as the Kiss-My-Fist and the Big Bad Boot. The Lee Bro.'s pull their familiar, lowdown repertoire of 12 mean moves (kicks, punches, and hair-grabbing throws, including the Twistin' Typhoon Kick and the Earthquake Elbow Smash). Any character can body slam a bad guy and pick up loose objects to use as weapons.

PROTIP: Your opponents can hurt each other, but so can you and your partner.

letoads/
le Dragon
timate Team

Considering the massive repertoire of rough-and-tumble moves, the controls do a good job. One slight hitch is the button-mashing it sometimes takes to counter a sneak attack.

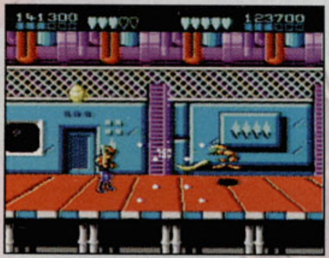
PROTIP: One way to bust up Abobo at the end of Level One is to back him up against the edge of the screen and pummel him. You move forward with each blow, so be prepared to step back slightly after three sets of blows. If you don't step back, he'll get behind you.

Graphics & Sounds; Lean & Green

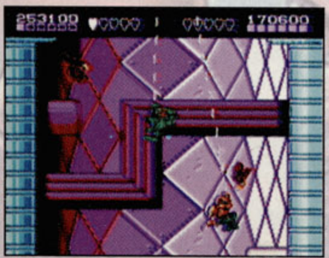
The game's look will be familiar to Double Dragon disciples, but it'll make the Battletoads brood want to croak. The overall design, including backgrounds and cinema scenes, doesn't have the same pizazz found in the original NES Battletoads. Instead, it tends to follow the more traditional route of the Double Dragon pix – a flat, 2D appearance and almost robotic animation. Parts of the sprites disappear in blocks during hectic fighting scenes, and the colors aren't as vibrant as those in either of the original carts.

PROTIP: When you come across the flying Retro Blasters, you can jump up to catch them. Move underneath them and press A.

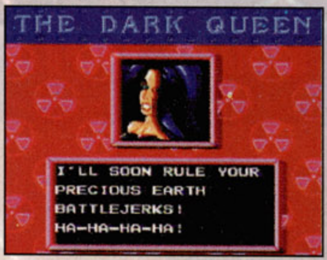
The graphics are underpowered, but the visuals manage to grow on you, thanks to some toadally cool-looking fighting techniques and acrobatic moves. You can see how the graphic design for this game must have absolutely jumped off the drawing board. The Lee boys do their famous hair-pulling, knee-jerk Face Smashers. The 'Toads come on with their cartoony, oversized-fist, monster punches and Big Boot frog kicks. Smart-looking special moves include a stomping technique, where your character uses a staff to literally pound a bad guy through the floor.



PROTIP: Whenever you bust something up, such as a Walker, break all the pieces lying around for extra points.



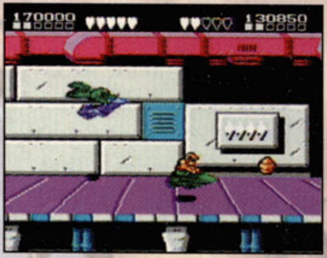
PROTIP: When you wack Ravens, keep batting them into the air to rack up points.


THE DARK QUEEN

I'LL SOON RULE YOUR
PRECIOUS EARTH
BATTLEJERKS!
HA-HA-HA-HA!

The Dark Queen has a dark plan.

An additional graphic punch comes from the fast-moving Speeder Bike races and mean-looking boss characters, such as Abobo, Big Blag, and the Dark Queen. You'll simply crack up when your heroes pull an outrageous, drop-jaw, bug-eyed gawk whenever a boss appears.



PROTIP: If you grab all the metal canisters in the beginning of the Speeder Bike run, you'll score a 1-up.

The sounds have a frog in their throat. The effects are okay, but mild. At least the music has plenty of energy.

The NES Fights Back

This is a game you want to like. These guys make a great team, and they've fired up a rousing fighting adventure. If you can live with the graphics, Battletoads/Double Dragon makes the NES a mean-and-green, fighting machine. **G**

Battletoads/Double Dragon – The Ultimate Team by Tradewest

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	4.0	INT. Intermediate

Price not available
2 megs
Available June

Action/Adventure
Two players

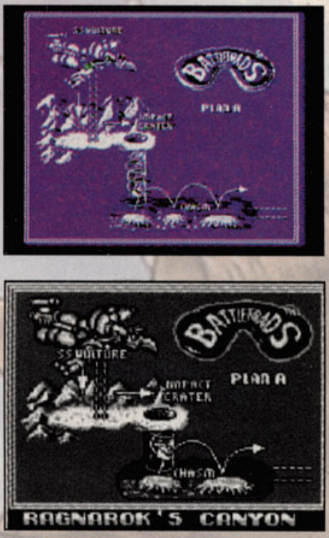
Continued on page 26

GAME BOY PROREVIEW

What's black and white with warts all over? Well, how about the Battletoads, Game Boy-style. America's bad amphibians are at it again in a new Game Boy adventure that's gonna give you a heavy-duty case of déjà vu.

Hop on Down

The first thing 'Toad afficionados are gonna notice about Battletoads 2 for the Game Boy is that it's actually a black and white version of the original Battletoads on the NES. The good news is that the original Battletoads is a great game. The bad news is that fans of the webfooted trio aren't gonna find anything new here, except perhaps a severe case of eyestrain.



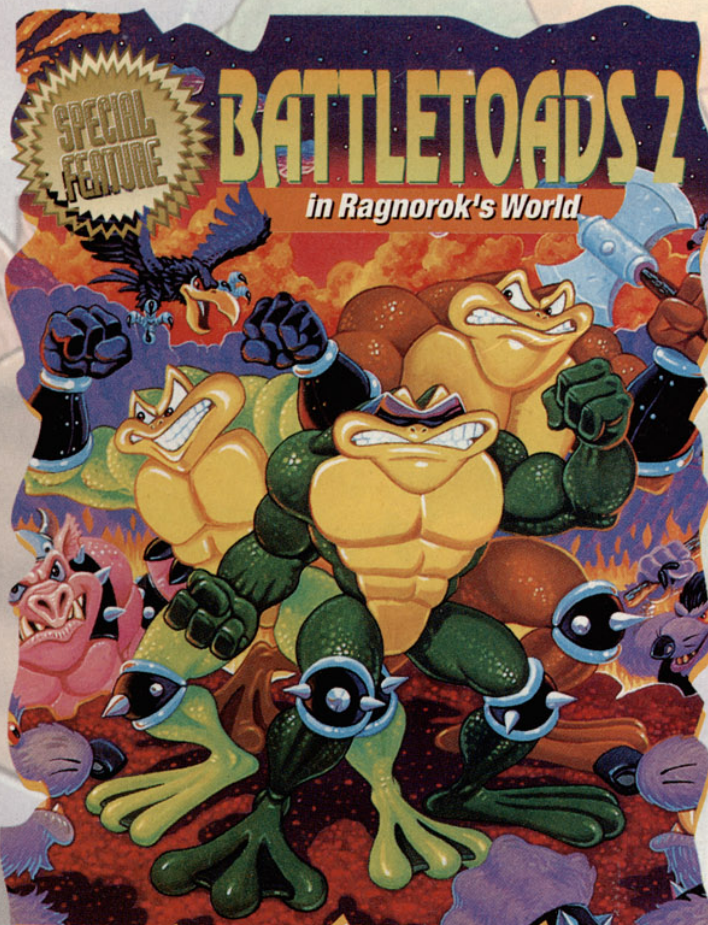
PROTIP: Everything that worked in the original NES version of Battletoads works in this Game Boy version!

Battletoads in Ragnorok's World is a one-player action game with arcade-style hack 'n' slash game play. This time around, Zitz and Princess Angelica have been captured by the Dark Queen. Pimple and Rash have to rescue the duo from the Dark Queen's home planet, Ragnorok's World.

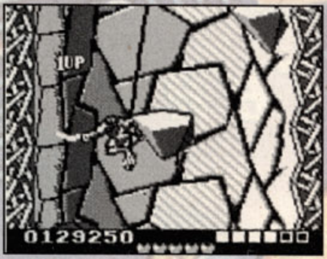
As one of the Clearasil kids, you face an eight-level journey across Ragnorok's World. You'll hop across the planet's surface, rappel down a cliff, slip and a slide across an ice cavern, butt heads with some Speeder Bikes, and fight a final confrontation in the Queen's Tower of Shadows. Sound familiar?

Get Mad, Get Bad, Get Even

Each level's enemies (the same cast and crew of rodents, psycho pigs, and other rabble that star in Battletoads) are nicely detailed copies of the original game.



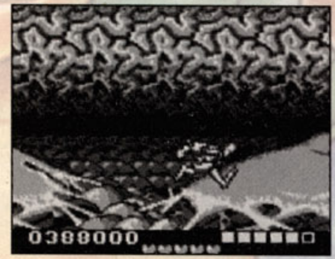
The problem is, they're too nicely detailed and tend to blend into the backgrounds, which makes tiny objects almost invisible on the small Game Boy screen. What worked on the NES doesn't have enough contrast to be clearly visible on the Game Boy. Just try to find the ball to throw at the Walker at the end of Level 1.



PROTIP: As you rappel down this cavern, use your webfeet or a beak sword to hack away at the bird. Hack the same bird over and over again to earn more points. If you're lucky, you'll score a 1-up. In fact, the cavern's an excellent spot to build up your lives before the dreaded Speeder Bike Level.

PROTIP: When you reach Level 3 (Speeder Bike Level), knock the blocks off the little flying critters. The blocks will float down to your life bar and restore your health.

Although it's not as challenging as the NES version, Ragnorok's World has all of the great game play that made the Battletoads a kick. The two-button controls make maneuvering simple. Button B is for hitting and kicking, and Button A is for jumping. Repeated punching or kicking still pulls off the Big Boot, an impressive kick that sends enemies to the showers. The 'Toads can also grab weapons dropped by defeated foes to whack the remaining bad guys.



PROTIP: NES veterans of the 'Toad wars will remember that nasty Level 3 problem with jumping. If you're not positioned correctly, you plummet into the lava and lose a life. It's the same in this game. Take a running start and hold Right on your directional pad for a safe jump.

Worrisome Warts

Tradewest and Rare have a great thing going with the 'Toads. However, most gamers that hop on down to the store are gonna be lookin' for a new pond to play in. Gamers who haven't seen the NES version will probably enjoy the original game more than this Game Boy tadpole. The first Game Boy Battletoads cart was really hot. Here's hoppin' that Battletoads 3 for the Game Boy will be just as cool as Battletoads 1. G

Battletoads 2 in Ragnorok's World
by Tradewest

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	5.0	4.5	ADV. Advanced

Price not available
1 meg
Available June

Action
One player
Continues

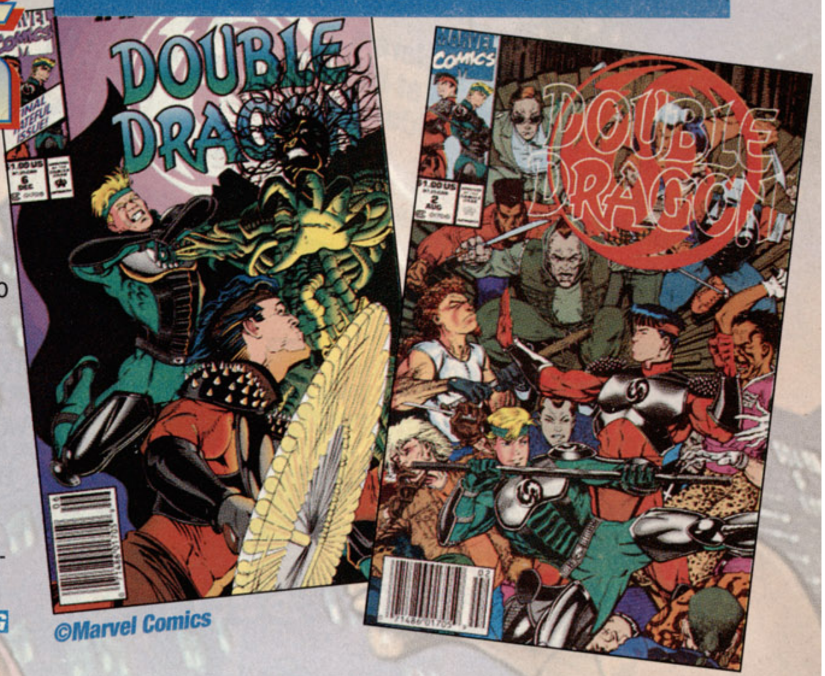
Double Dragon

The Comic Book

The Double Dragon boys made their reputation on the TV screen, but they made a brief foray into the comic book world, too. They starred in a limited, six-issue comic book series by Marvel.

In it, James and William Lee are two brothers who have been endowed with the Dragon Force. The Force is a great gift of power granted to worthy defenders in the endless battle against evil. The brothers' main protagonist is a cruel being called Nightfall, who leads a nightmarish army of weird-looking martial artists. He, too, was granted access to the Dragon Force, but he was seduced by the darkside of the Force. Now, only the Lee brothers stand between him and world domination.

Currently, Marvel has no plans to renew the series. However, you can still find collectors' sets in comic book stores around the country. **G**



©Marvel Comics

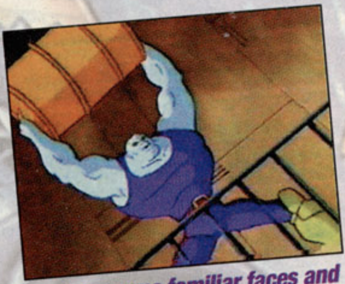
Double Dragon

The TV Show

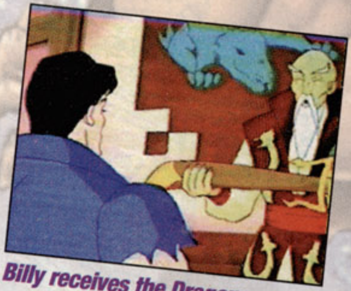
The Lee Brothers, Billy and Jimmy, are two of the best known video game heroes to date. The classic NES version of Double Dragon was a top seller. Now the original and its sequels are available for almost all of the electronic gaming platforms.

What's next for the brothers Dragon? What else, but TV. Bohbot Communications has teamed up with Tradewest and DIC Enterprises to produce an animated series that stars Billy and Jimmy Lee in a classic battle between good and evil. The twin Lee brothers were separated at birth and raised in separate worlds. As everyone who's played the video games knows, Jimmy was raised in the martial arts tradition of the Double Dragons. He first comes face-to-face with Billy, his long lost twin, in a confrontation in the evil world of the Shadow Boss. In the animated series, the brothers have been reunited after 18 years apart. When they capture the fabled Dragonsword, they discover their magical powers and are transformed into masked superheroes – Double Dragons! The series follows Jimmy and Billy Lee (the Double Dragons) in a series of adventures and misadventures, where they use their martial arts skills to battle evil.

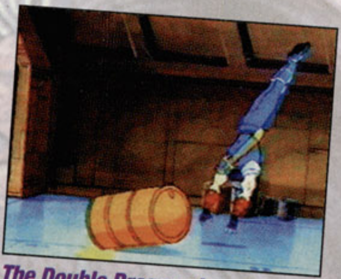
Double Dragon will premiere this fall. Check your local listings for station and time information. While you're waiting, here's a sneak peek. **G**



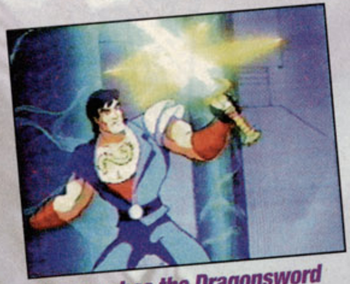
Look for some familiar faces and some new ones, as well.



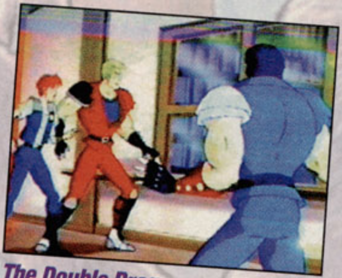
Billy receives the Dragonsword.



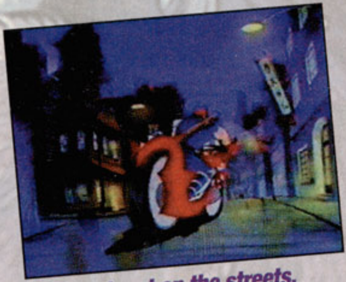
The Double Dragon show features the same martial arts action that made the game a hit.



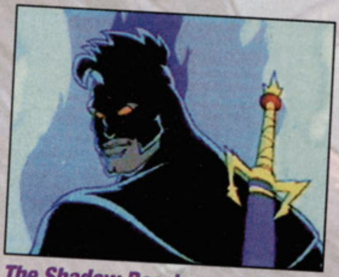
Whoever has the Dragonsword wields powerful magic.



The Double Dragons.



It's tough out on the streets.

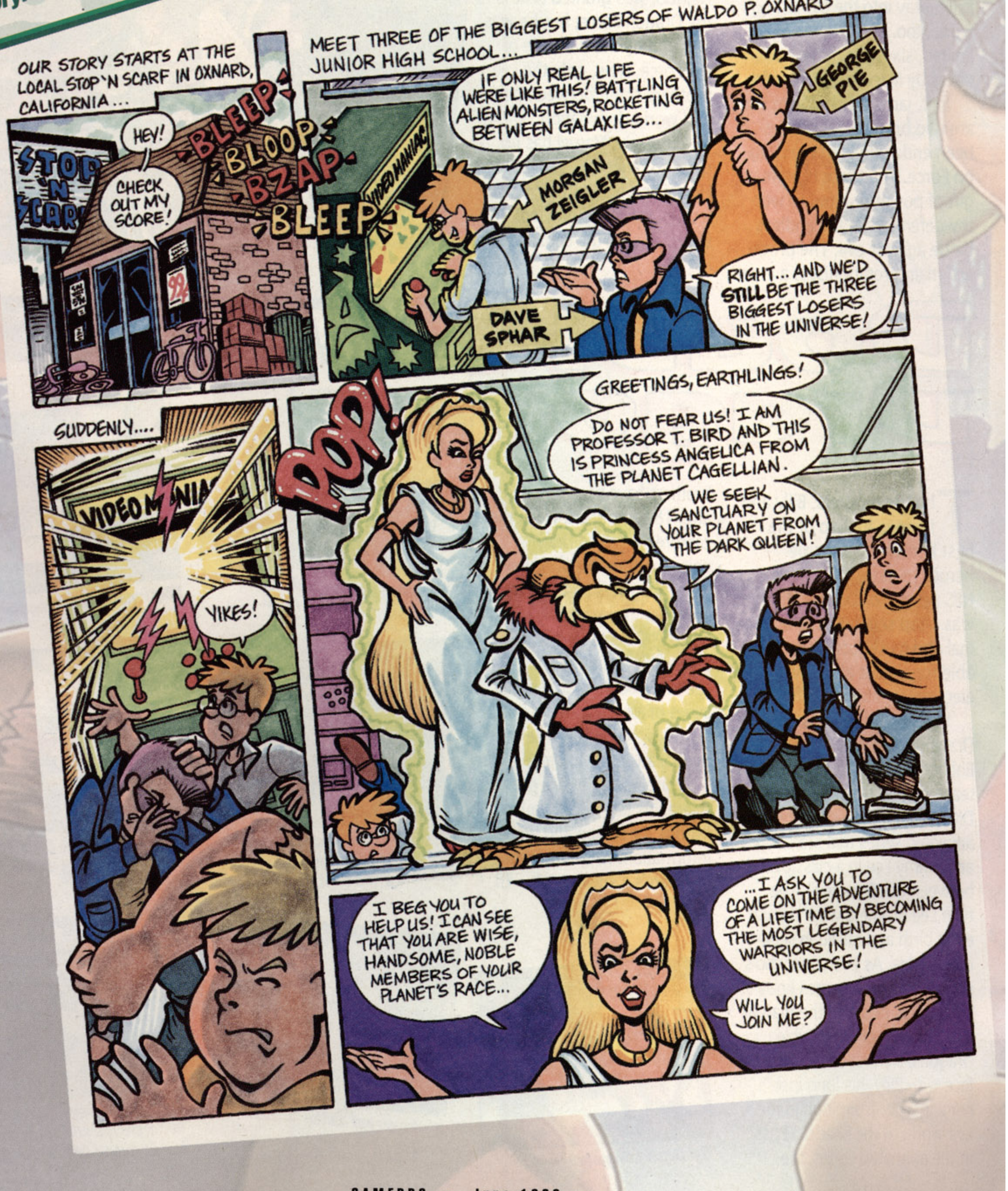


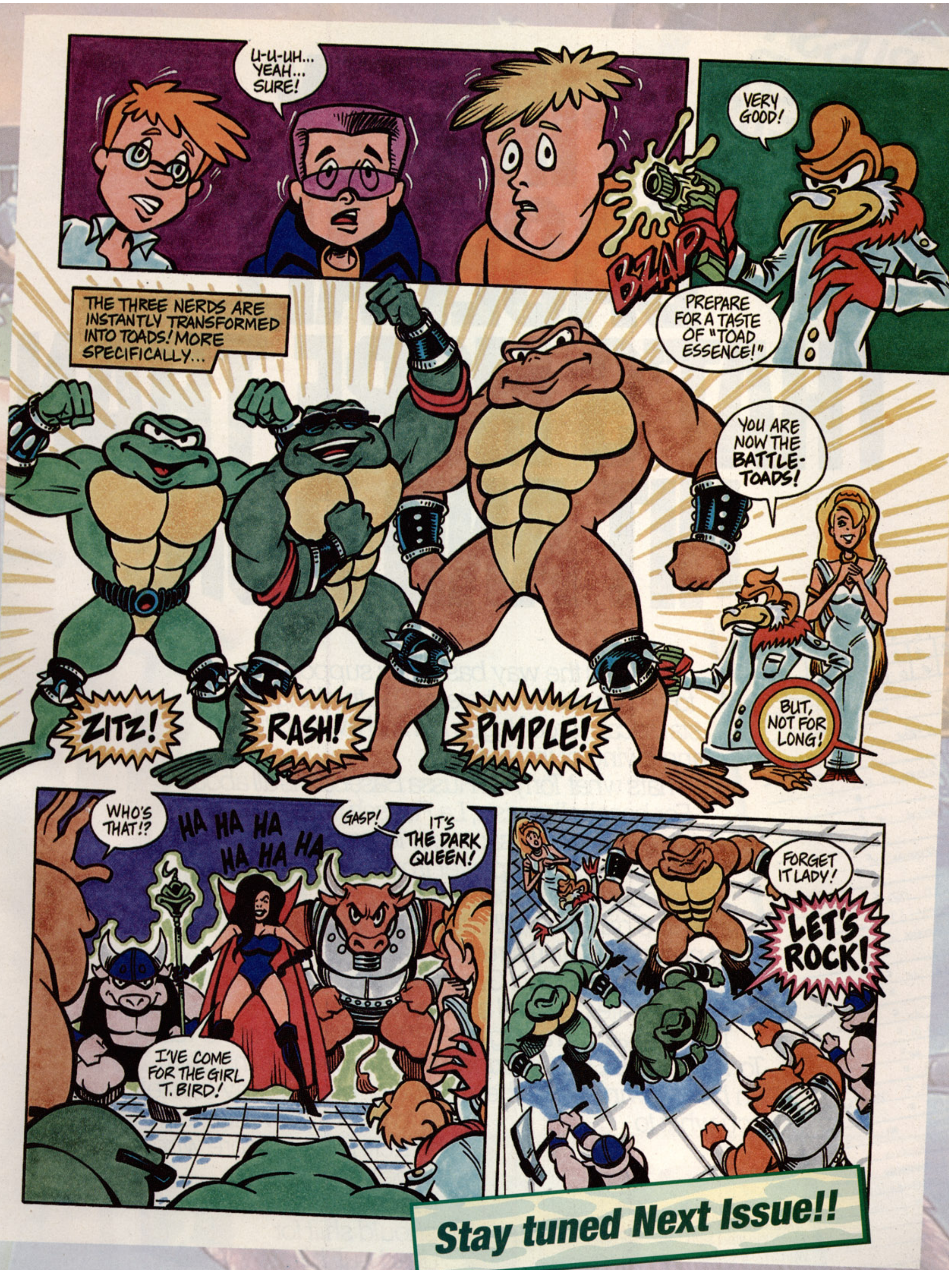
The Shadow Boss's empire of evil followers are still out to make the Lee Brothers' lives miserable.

BATTLETOADS™

Battletoads Fans Unite! Here's an exclusive comic book sneak peek at the first Battletoads cartoon show produced by DIC Entertainment!

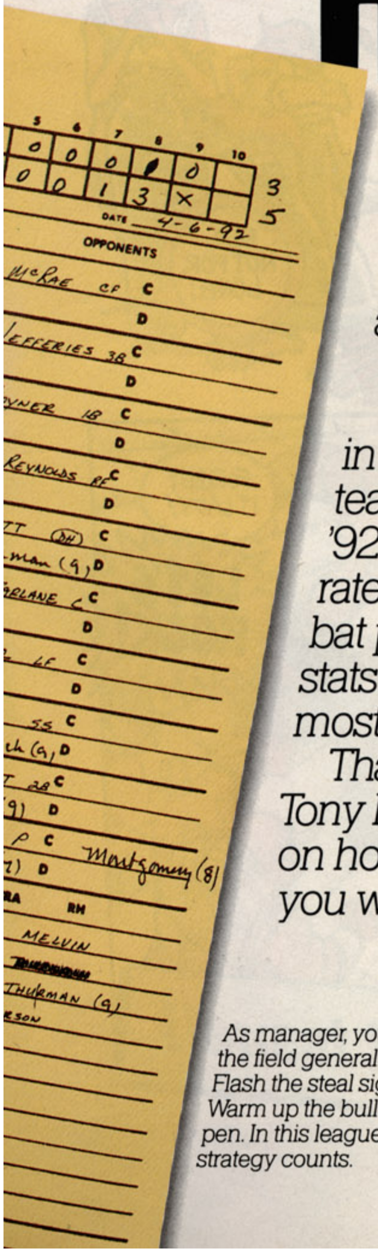
Story: David Wise • Adaptation: Francis Mao


OUR STORY STARTS AT THE LOCAL STOP 'N SCARF IN OXNARD, CALIFORNIA...
STOP 'N SCARF
HEY!
CHECK OUT MY SCORE!
BLEEP BLOOP BZAP BLEEP
99¢
MEET THREE OF THE BIGGEST LOSERS OF WALDO P. OXNARD JUNIOR HIGH SCHOOL...
VIDEO MANIAC
IF ONLY REAL LIFE WERE LIKE THIS! BATTLING ALIEN MONSTERS, ROCKETING BETWEEN GALAXIES...
GEORGE PIE
MORGAN ZEIGLER
DAVE SPHAR
RIGHT... AND WE'D STILL BE THE THREE BIGGEST LOSERS IN THE UNIVERSE!
SUDDENLY....
VIDEO MANIAC
YIKES!
POP!
GREETINGS, EARTHLINGS!
DO NOT FEAR US! I AM PROFESSOR T. BIRD AND THIS IS PRINCESS ANGELICA FROM THE PLANET CAGELLIAN.
WE SEEK SANCTUARY ON YOUR PLANET FROM THE DARK QUEEN!
I BEG YOU TO HELP US! I CAN SEE THAT YOU ARE WISE, HANDSOME, NOBLE MEMBERS OF YOUR PLANET'S RACE...
...I ASK YOU TO COME ON THE ADVENTURE OF A LIFETIME BY BECOMING THE MOST LEGENDARY WARRIORS IN THE UNIVERSE!
WILL YOU JOIN ME?


U-U-UH... YEAH... SURE!
VERY GOOD!
BZAP
PREPARE FOR A TASTE OF "TOAD ESSENCE!"
THE THREE NERDS ARE INSTANTLY TRANSFORMED INTO TOADS! MORE SPECIFICALLY...
YOU ARE NOW THE BATTLETOADS!
ZITZ!
RASH!
PIMPLE!
BUT, NOT FOR LONG!
WHO'S THAT!?
HA HA HA HA HA HA
GASP!
IT'S THE DARK QUEEN!
I'VE COME FOR THE GIRL T. BIRD!
FORGET IT LADY!
LET'S ROCK!
Stay tuned Next Issue!!

A RUSSA
MANAGER
F THE YEAR!
'92 SEASON PROVES HE'S AT THE TOP OF HIS GAME

FINALLY, BASEBALL THAT'S MORE THAN HIT AND RUN.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OPPONENTS
McRae CF C
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Jefferies 3B C
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ynER 1B C
D
Reynolds RF C
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tt (DH) C
man (9) D
arlane C C
D
LF C
D
SS C
h (9) D
T 2B C
(9) D
P C Montgomery (8)
) D
RA RH
MELVIN
THURMAN (9)
RSON

This is the way baseball's supposed to be played. The strategy. The thinking. The statistical percentages behind every pitch and swing of the bat.

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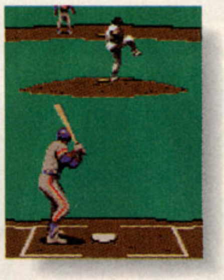

That's not all. You also get the 1992 Manager of the Year: Tony La Russa. His thinking, his strategies, his insights on how to win—it's all there in the game. So Tony can tell you what to pitch to Will Clark. When to go to the Eck. How to score when Cone's on the mound. If you should shift for dead pull hitters like Dave Justice.

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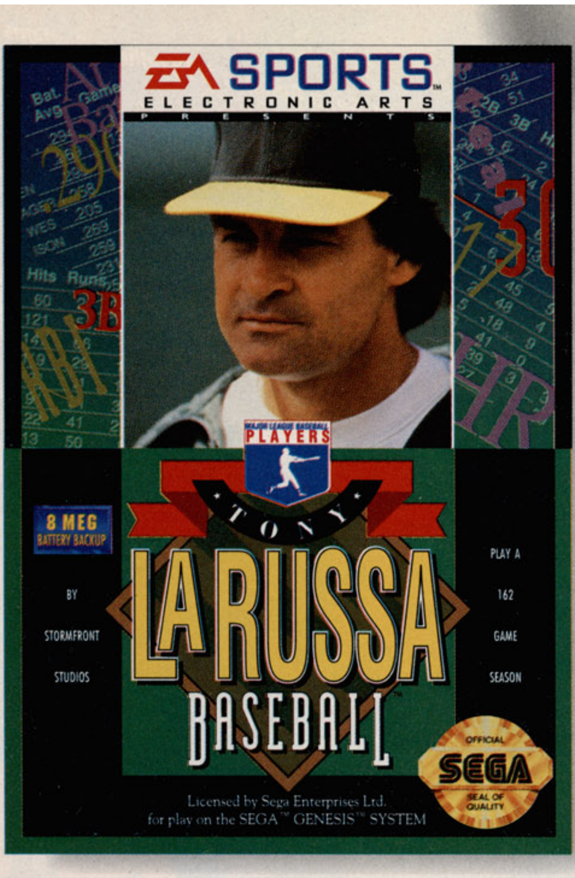
MAJOR LEAGUE BASEBALL PLAYERS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ELECTRONIC ARTS
PRESENTS
MAJOR LEAGUE BASEBALL PLAYERS
8 MEG BATTERY BACKUP
BY STORMFRONT STUDIOS
TONY
LA RUSSA
BASEBALL
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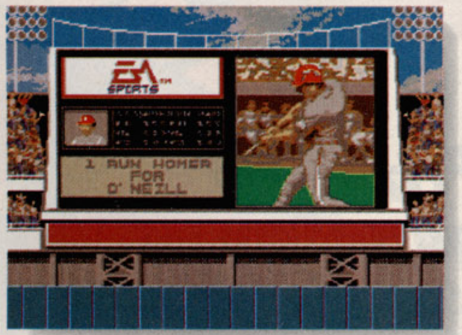
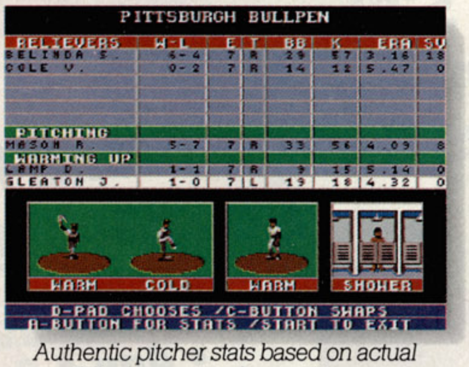

EA SPORTS
1 RUN HOMER FOR O' NEILL

Bring in your big stick in the bottom of the ninth to crank one out of the yard.



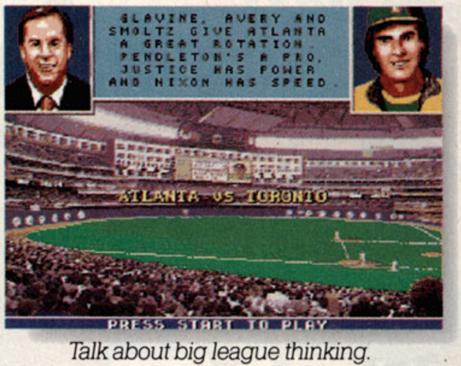
PITTSBURGH BULLPEN

RELIEVERS	W-L	E	T	BB	K	ERA	SV
BELINDA S.	6-4	7	R	29	57	3.16	18
COLE V.	0-2	7	R	14	12	5.47	0
PITCHING							
MASON R.	5-7	7	R	33	56	4.09	8
WARMING UP							
LAMP D.	1-1	7	R	9	15	5.14	0
GLEATON J.	1-0	7	L	19	18	4.32	0

WARM
COLD
WARM
SHOWER

D-PAD CHOOSES /C-BUTTON SWAPS
A-BUTTON FOR STATS /START TO EXIT

Authentic pitcher stats based on actual '92 season stats. So you'll know when to warm up the bullpen and when to send the starter to the showers.



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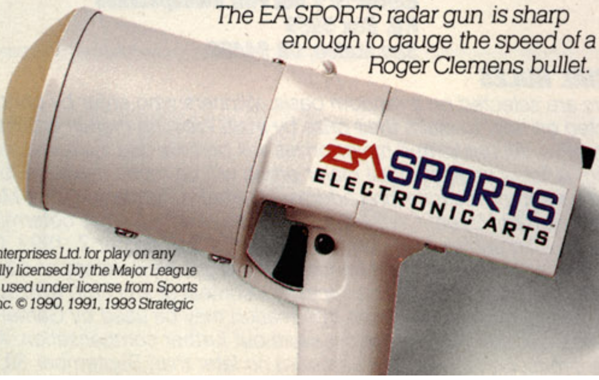
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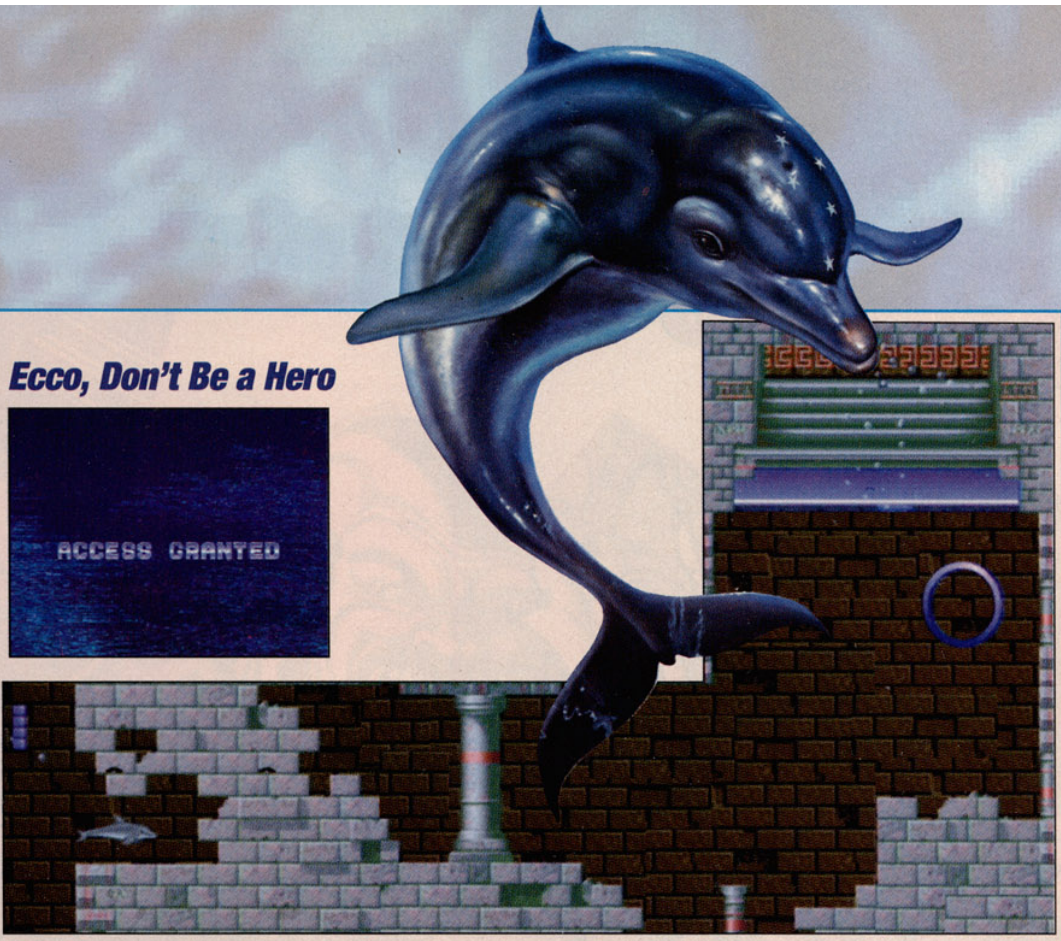
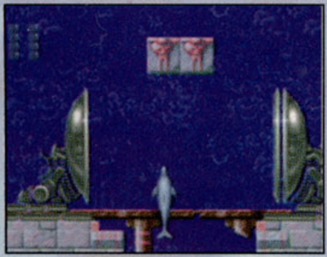
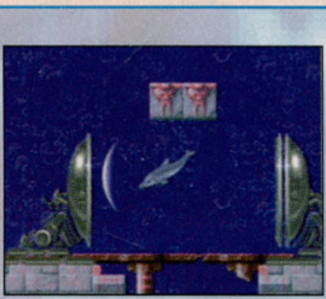
Ecco, Don't Be a Hero


ACCESS GRANTED

If you're really feeling feisty, take the long way through the City of Forever (though you won't miss anything except a series of super difficult jumps if you avoid this route). To take the shortcut, swim right from the beginning of the level until Ecco reaches a tunnel that goes up and to the right. Swim into this tunnel, shoot the statue for invincibility, then swim back and down until Ecco reaches a large underwater room. To enter the room, shoot the statue. Once inside, swim in a circle until Ecco is transported to another area.

Welcome to the Machine





Don't be afraid of the strange machine Ecco encounters in the City of Forever. Shoot it with the Sonar Beam to activate it. It'll transport Ecco to the next area, Jurassic Beach.

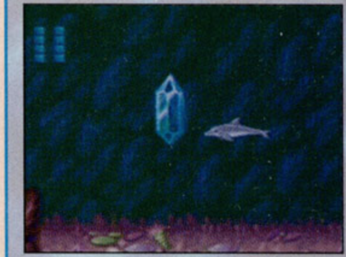
Double Duty

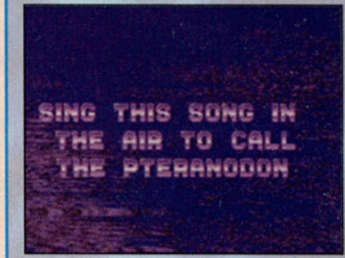
Some Glyphs have two functions. To activate them both, try touching and sonaring each Glyph.

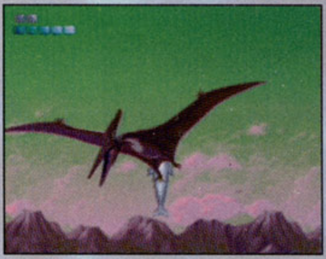
PASSWORDS

Jurassic Beach:
PLABUNLT
Pteranadon Pond:
FQREUNLI
Origin Beach:
QXKIUNLX

Sing a New Song




SING THIS SONG IN THE AIR TO CALL THE PTERANODON



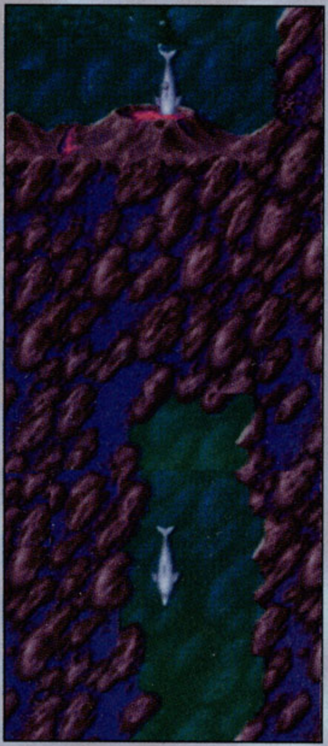
When Ecco reaches Jurassic Beach, he should swim left until he reaches a Glyph. When he shoots the Glyph, he learns a new dolphin song. Once Ecco knows the song, leap above the surface of the water and acti-

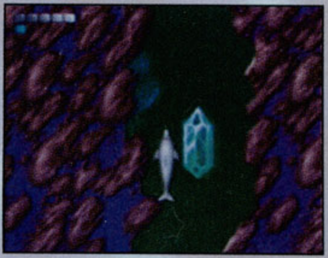
Genesis Pro Strategy Guide

Ecco T

vate his Sonar to call a Pteranodon. If Ecco continues to jump, the Pteranodon will eventually grab him and carry him to the next part of Jurassic Beach.

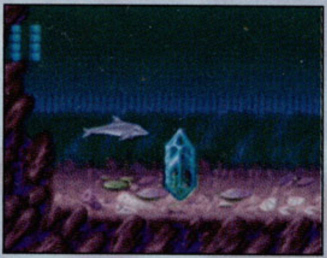
Secret Entrance

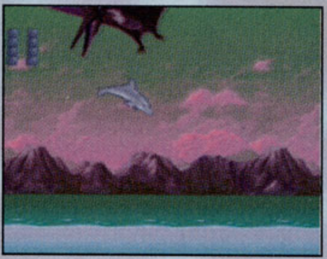




Check out the craters at the bottom of Jurassic Beach. Craters with bubbles floating out hide hidden passages. Inside the one on the right, Ecco will find a Glyph.

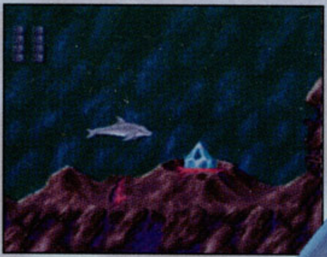
Ticket to Ride





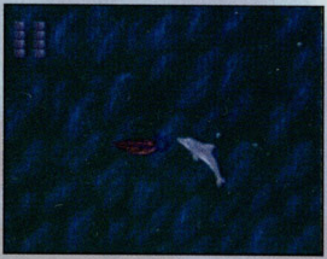
Ecco needs to hitch another ride with a Pteranodon in Pteranodon Pond. From the beginning of the area, leap left over the island. Shoot the Glyph, then leap out of the water to call the Pteranodon.

Hidden Glyph



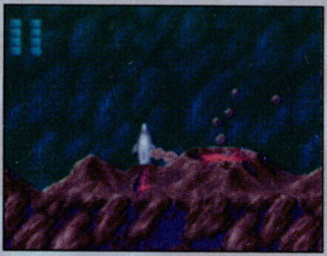
There's a hard-to-find Glyph in a muddy crater at the bottom of Pteranodon Pond. Swim to the bottom of the tunnel and use Ecco's Sonar Map to find it.

Their Bite is Worse than Their Bark



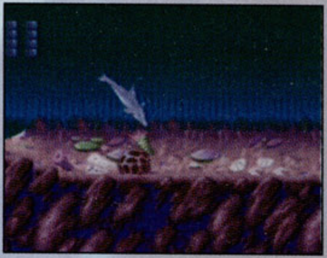
Trilobites are nasty pests. They're difficult to ram and hard to avoid.

Ouch!



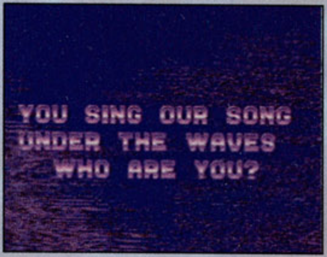
Some of the volcanic craters are unpredictable and dangerous. Watch out for hot lava surprises.

Dolphin Chow

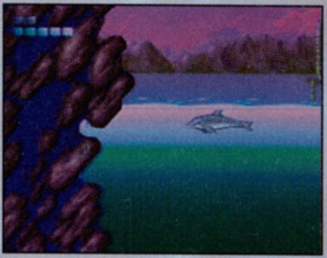


Look for this strange creature on the ocean floor. Hit it with Sonar to grab some good snacks and restore your health.

Hidden Glyph



YOU SING OUR SONG
UNDER THE WAVES
WHO ARE YOU?



There's a Glyph hidden against a wall in Origin Beach. Search for it with Ecco's Sonar Map.

(Thanks for all the tips from Sega of America and the gang at Sandwich Island Publishing, publishers of ***Awesome Genesis Secrets and Awesome Super Nintendo Secrets****. It's available wherever books or video games are sold, or by calling 1-800-345-0096.)*

The DOLPHIN

Genesis Pro Strategy Guide

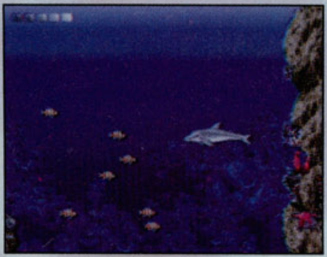
PART 2

Last month we left Ecco the Dolphin stranded in the briny deep of the Cold Water. This month's Ecco Pro Strategy Guide lead the porpoise with a purpose through the Island Zone, the Deep Water, the Marble Sea, the Library, the Deep City, the City of Forever, Jurassic Beach, Pteranodon Pond, and Origin Beach.

PASSWORDS

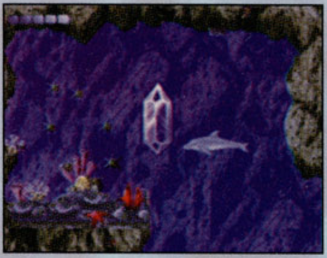
Island Zone:
UWXIOQLK
Deep Water:
EILQOQLC

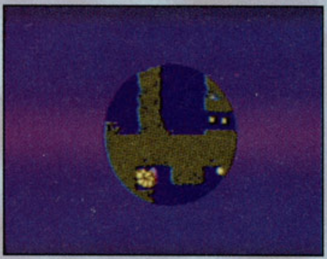
Super Passwords:



See this month's SWAT pages for passwords that give Ecco endless supplies of air!

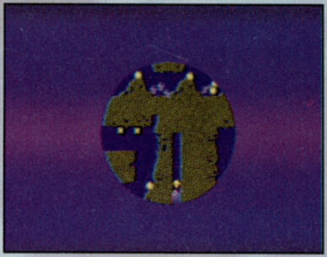
Don't Get Stranded





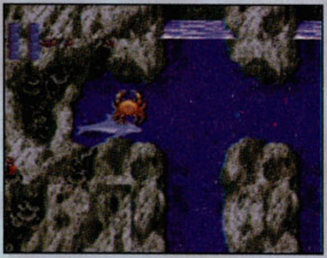
The Island Zone isn't too complicated, but it's very big. This makes it tough to find the Glyphs. Make a map as you go, and conserve Ecco's air and energy.

The Way Out



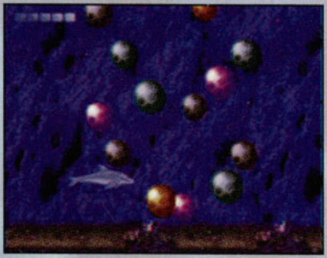
The way out of the Island Zone is marked by an arrow that appears on the Sonar Map. When Ecco discovers it, swim in its direction to reach the Deep Water.

In a Pinch



There are crabs in the depths of the Deep Water. Fight them if you'd like, but there's no reason to. Dodging them makes a lot more sense.

Take a Detour

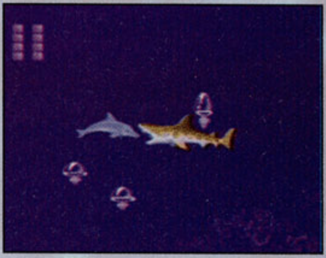


If Ecco makes his way through the Deep Water's maze of tunnels, he'll eventually discover a giant ball creature called an Asterite. A rendezvous with this strange monstrosity sends him on a trip to Atlantis. Swim left out of the Asterite area to reach the entrance to the Marble Sea.

PASSWORDS

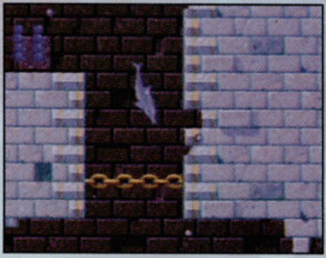
The Marble Sea:
XAKUQQLS
The Library:
FDGXQQLC

Shark Attack



There's a persistent Shark in the Marble Sea and he's just asking for trouble. If Ecco attacks him, though, he sends out a distress signal to his buddies. Leave him alone, or Ecco will have to contend with the shark AND his friends.

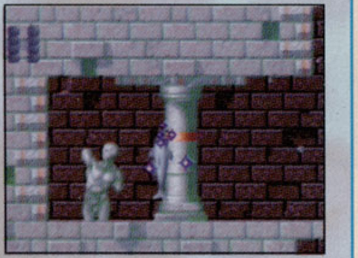
Chain, Chain, Chain



Yellow chains block Ecco's path in the Marble Sea. Destroy them, like you did the seashells in earlier areas. Use the Charge Attack.

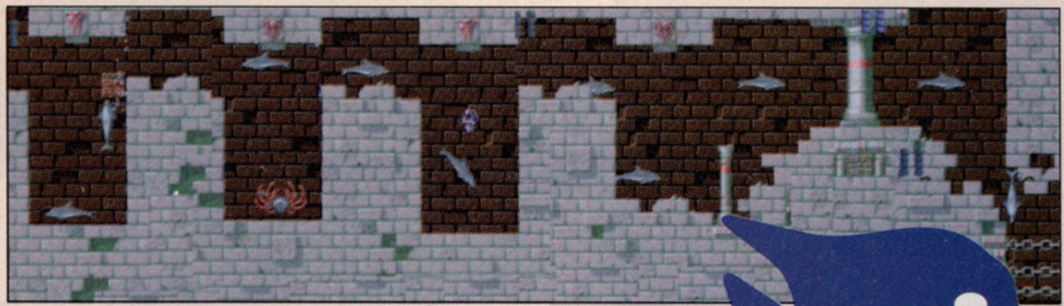
Ecco The

The Statue Gang



There's a strange statue with miraculous powers hidden in the Marble Sea. If Ecco shoots the statue for several seconds with his sonar powers, he gains temporary invincibility. After the invincibility wears off, Ecco's strength and air bars are recharged to maximum levels.

Tote That Block

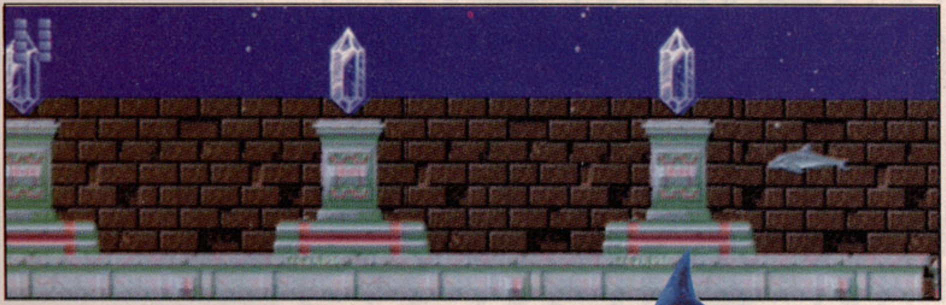


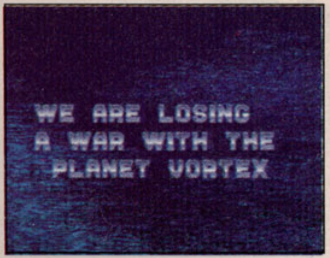
In the Library, Ecco really gets a chance to strut his block-moving stuff. Toward the end of the area, the daring dolphin has to maneuver a block through a series of pits. The best way to move the block is to stick Ecco's nose under the edge, then slowly turn until the block is balanced on his nose. Next, slowly and carefully swim upward. Eventually, the block will drift to the right. The only way to nudge the block over the final hill is to use Ecco's Charge Attack.

PASSWORDS

Deep City:
ZUVPQQLU
City of Forever:
AABBRQLU

All the Scoop

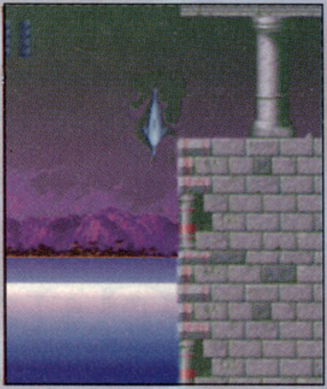




WE ARE LOSING
A WAR WITH THE
PLANET VORTEX

A large amount of information is stored in the Library Glyphs. Ecco can use it to discover who kidnapped his pods, why the City of Atlantis is deserted, and much more.

A Leap of Faith



Ecco needs to make a great leap in the Deep City. If he doesn't do it, he can't continue in the game. To leap over the giant wall, Ecco needs lots of speed. Swim rapidly toward the wall (use Button C to build up maximum speed). As Ecco leaves the water during his jump, press Button B for a final burst of speed. If you time it right, Ecco will soar over the wall with a magnificent jump.

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YOSHI'S COOKIE

By Brother Buzz

Bullet-Proof Software helped Tetris immigrate here from Russia, and it became the all-time classic puzzle game. Yoshi's Cookie is a Tetris hybrid with some entirely different twists.

Yoshi's Cookie is a fast-paced, match-the-shapes SNES puzzle game starring Mario, Yoshi, and several other characters on loan from Nintendo's Mario World. This time, the shapes you shift are cookies...right, Yoshi's cookies.

Old friends return for a new game.

The Way the Cookie Crumbles

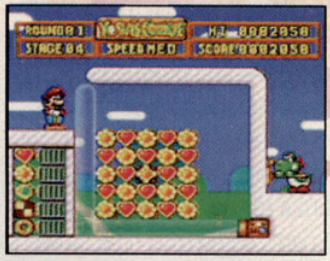
You start out with a random assortment of cookies lined up in rows and columns in an enclosed playing field. To make cookies disappear, you must move entire rows or columns (up, down, left, or right) until you've successfully lined up five identical cookies.

PROTIP: Think of all the cookies on the outside edge of the playing field as being connected to each other.

The cookies come in classic forms, such as Hearts, Half and Halves, Jelly Centers, and Donuts. No chocolate chips, but the cookies still look tasty enough to give you the munchies. However, you'd better think with your brain and not your stomach when you're playing this game, because this cart offers three challenging game modes: Action, Puzzle, and Versus.

Action is the basic game. You eliminate rows and columns of cookies as more rows and columns slide endlessly from the top and right sides of the screen.

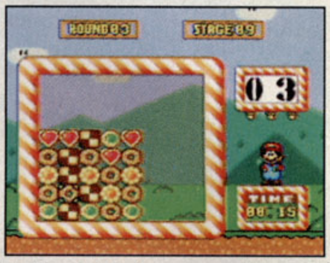
PROTIP: Finish the 100 stages of the Action mode, and you get a special clue that can lead you into a bonus stage.



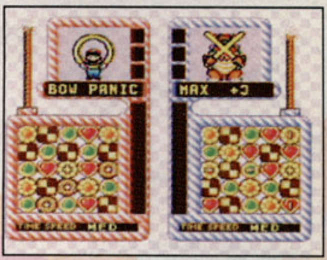
Action Mode is a good place to start.

Puzzle mode was concocted by Alexei Pajitnov, the creator of Tetris. It's a tough, brain-spraining YC variation for players who enjoy problem-solving but don't like the pressure of cookies closing in on them.

There are 100 puzzles in 10 sets. To solve each puzzle, you use a set number of moves to rearrange a jumbled set of cookies and clear them off the screen. Puzzle starts off easy, but the complexity quickly escalates. As an added incentive, each set you clear reveals part of a special graphic of Mario and Yoshi.



In Puzzle Mode, you must learn to think ahead.



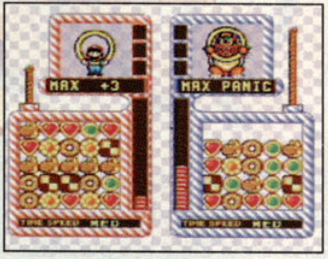
Versus Mode is a tough cookie.

If you prefer a little competition with your cookies, the Versus mode is where the action is! Here you match cookies (and wits) one-on-one in a best of three contest against the computer or a friend. Two five-by-five playing fields appear on-screen. Completing a line in your field adds one point to your Point Meter. He who fills up his Point Meter first wins a match.

Crunch Time

Versus bumps the challenge of Yoshi's Cookie to manic proportions, but it's a kick and a half, particularly when you play a friend. First, you select one of four characters from Mario Land: Mario, Yoshi, Princess, or Bowser. Each character has attack and defense strengths and weaknesses. A few cookie clashes will reveal effective strategies for each opponent.

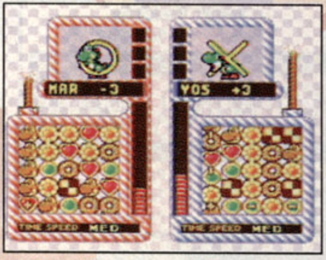
During the Versus contest, Yoshi cookies drop into the game's regular batch. This adds a slick bit of strategy and a mean streak to the game by enabling you to wreak havoc in your opponent's playing field. Each time you complete a line of regular cookies, one Yoshi icon appears in your playing field. Lining up five Yoshis activates seven sinister cookie-crunching moves called Attacks. The currently available Attack appears in a display window. The game randomly selects the type of Attack you can activate at any one time.



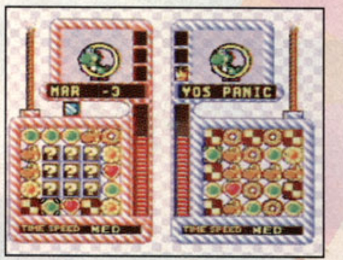
Go for the Yoshi cookies in Versus Mode.

The cookie Attacks feature wicked control-grabbing maneuvers that will make your opponent's blood boil and will bake your brain cells, because you can also attack yourself by accident. The Panic Attack scrambles all the cookies on your opponent's screen. Slave enables you to control your opponent's cursor. Blind plasters a three-by-three grid of Question Marks smack dab in the middle of your opponents screen. Shell tosses a Turtle Shell into the cookies, which you can only remove by lining it up with four Yoshi icons.

PROTIP: If you beat each of the four players in Versus mode, look for a clue to a code that enables you to compete against four new characters. The new foursome is much more difficult to play!



PROTIP: You can pick your attacks if you line up four Yoshis and position the fifth so that one button press begins the attack. Now, wait for the attack you want to appear on the screen.



PROTIP: To quickly counter a Blind attack, try to build a row or column outside the Question Marks.

Looks Good Enough to Eat

The graphics in this cart are true to the design of Super Mario World and Super Mario Kart, which makes them familiar, friendly, and fun. In fact, Yoshi's Cookie almost looks like just another weird area in Super Mario World.

The sounds, too, are strictly Marioesque, which means they're cute and generally ear-pleasing. You can pick your tunes whenever you play the

Continued on page 42.

Continued from page 41.

Action or the Versus modes. Or, you can turn the music off, always a welcome option.

Just Desserts

This power puzzler ought to keep the best and the brightest occupied for days (at least until Super Tetris drops in from Japan). If you have an appetite for thought-provoking puzzle games, chow down on Yoshi's Cookie. It's no piece of cake.

Yoshi's Cookie by Bullet-Proof Software

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.5	5.0	INT. Intermediate

Price not available	Puzzle
8 megs	Two players
Available June	Passwords

YOSHI'S COOKIE™

Yoshi's Cookie is also available for the NES and Game Boy. Here's a preview of these two puzzlers by Nintnedo.

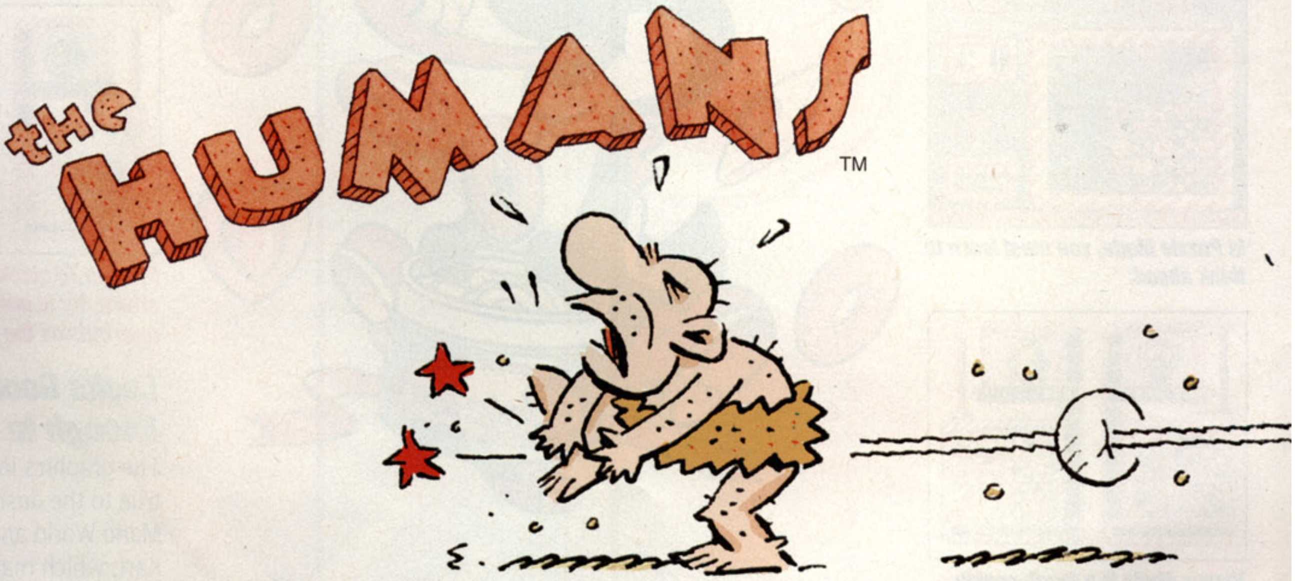
Yoshi's Cookie – NES

Yoshi's Cookie NES could be a sweet addition to the lineup of NES games. As in the SNES version, your task is to match like cookies in rows and columns, which clears them from the screen. It only takes five identical cookies next to each other to make them vanish.

The NES game features two game modes, Action and Versus. Single-player Action mode is the basic Yoshi's Cookie game. You get 100 games, 10 rounds with 10 sets per round. The rows and columns of cookies come at you alternately from the top and right sides of the screen. As you progress through the game, the cookies come at you faster and faster. Stick it out. If you complete game #100, you earn a reward – a 99-round expert's game! This time, however, you don't play with cookies. Instead, you're faced with rows and columns of Mario Land characters!

The two-player Versus mode is a race to see who can clear 25 lines of cookies first. You can view your game and your opponent's game simultaneously with side-by-side playing fields. As in the SNES version, you have various Attacks at your disposal, including Blind, Panic, and Slave. Additionally, you can subtract points from your opponent's point meter by lining up five Yoshi's cookies in a

Advertisement



The Survival Of

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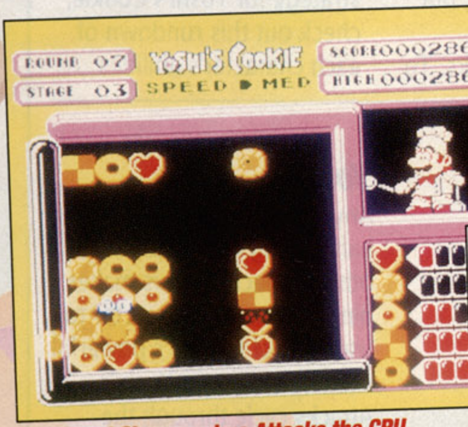
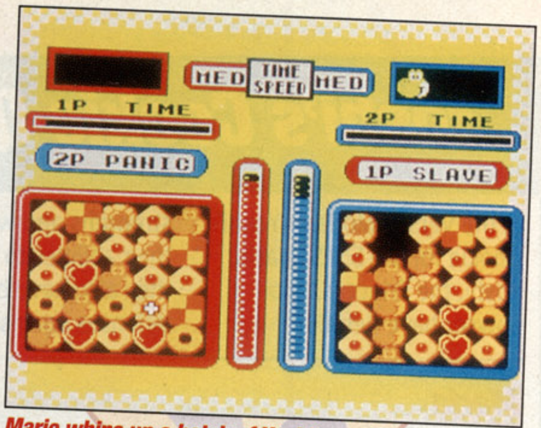
row. However, you can only play a Versus game against a human opponent.

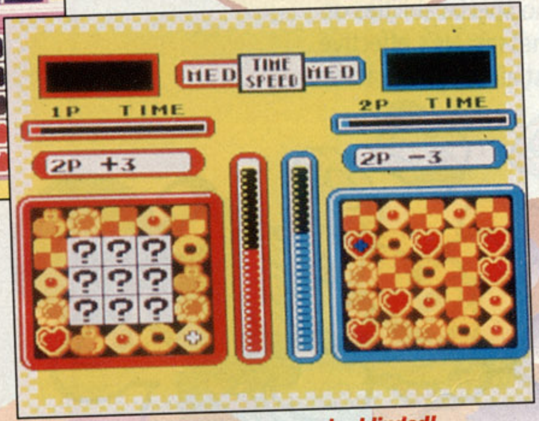
If you think there are no good new games for the NES, you might want to eat Yoshi's Cookie.


ROUND 07
STAGE 03
YOSHI'S COOKIE
SPEED ▶ MED
SCORE 0002860
HIGH 0002860

Panic and Slave are two Attacks the CPU places at your disposal in Versus Mode.


MED
TIME SPEED
MED
1P TIME
2P TIME
2P PANIC
1P SLAVE

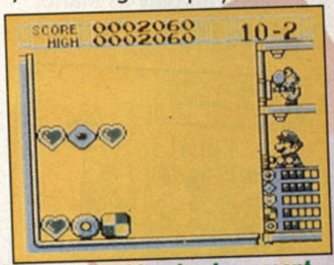
Mario whips up a batch of Yoshi's cookies forthe NES.


MED
TIME SPEED
MED
1P TIME
2P TIME
2P +3
2P -3
???
???
???

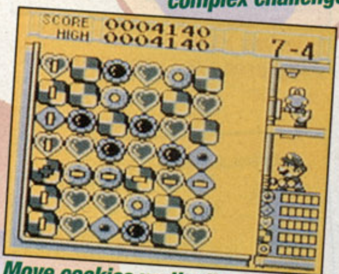
These Question Marks mean you're blinded!

Yoshi's Cookie – Game Boy

Yoshi's Cookie for the Game Boy is the same game as the NES version. It does have the added unique Game Boy ability of linking four players.


SCORE 0002068
HIGH 0002068
10-2

Yoshi's Cookie: simple concept, complex challenge.


SCORE 0004140
HIGH 0004140
7-4

Move cookies vertically or horizontally to line up five similar types.

Continued on Page 44.

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The Hippest.

the evolutionary ladder. Score points and survive levels by trying to keep as many of your tribesmen intact as HUMAN-ly possible. Screw up, and you're nothing but a time line footnote. As the brilliant Charles Darwin once said, "you snooze,... you lose." So get your copy of THE HUMANS before they're extinct at your store.

Keep The Tribe Alive.

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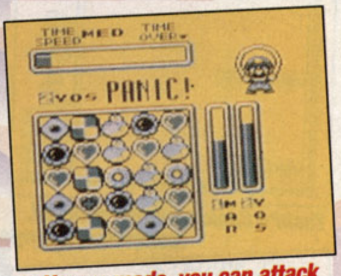
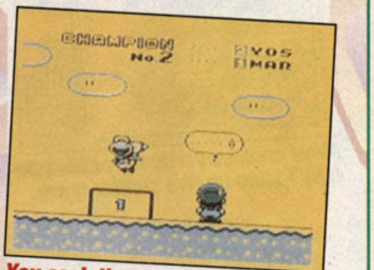
Continued from page 43.

With the Game Boy version you can play a Versus game against the computer, unlike the NES version that limits you to flesh-and-blood opponents. Also, you can play as Mario, Yoshi, the Princess, or Bowser.



In Versus mode, you can attack any player – but they can attack you, too!



You seek the recipe for success.

Multi-player games are where this Cookie will shine. As in the NES version, you play to clear 25 lines of cookies and you can sabotage any player's game with Yoshi's Cookie Attacks.

Of course, four players mean four times the fun. Although you only view your own playing field and not your opponents', a small display lists your opponents' names next to their corresponding point meters, which indicate how close each player's getting to the 25-line winning score. If someone hits you with an Attack, you hear a sound effect and the name of your attacker flashes on your screen. You can hit them back, but it takes timing since the cart randomly targets your victims for you.

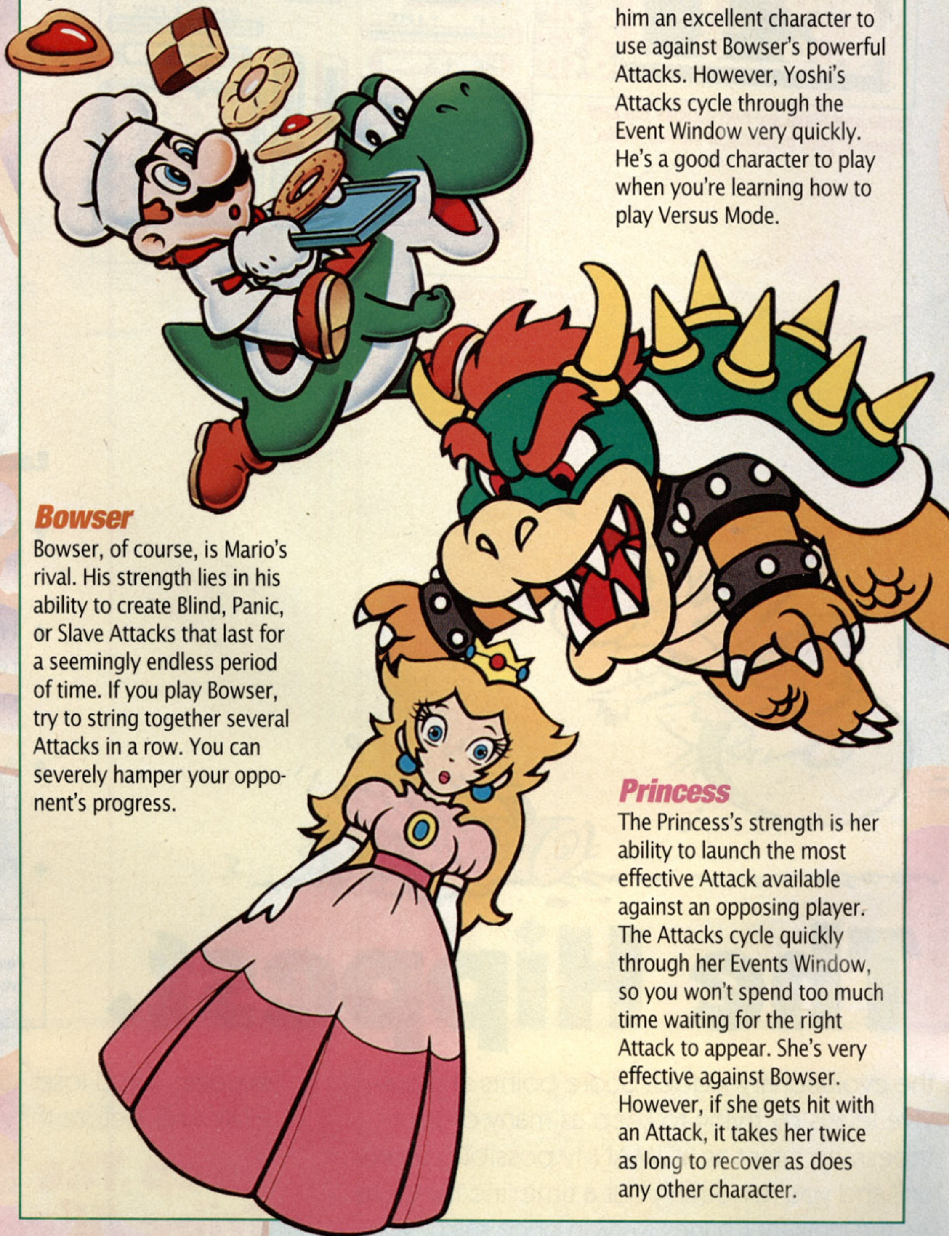
Yoshi's Cookie Game Boy looks like it might have the sugar to give the NES version a toothache.

Yoshi's Cookie Quick Strategies

In the Versus Mode of Yoshi's Cookie for the SNES, Mario, Yoshi, the Princess, and Bowser have definite strengths and weaknesses in their abilities to Attack, but they also have built-in defenses against Attacks. To help you develop a winning strategy for Yoshi's Cookie, check out this rundown of each character's abilities .

Mario

Mario is a balanced player with no special abilities or weaknesses. He's effective against all other characters.



Yoshi

Any Attack against Yoshi lasts half as long as it does for other characters. This makes him an excellent character to use against Bowser's powerful Attacks. However, Yoshi's Attacks cycle through the Event Window very quickly. He's a good character to play when you're learning how to play Versus Mode.

Bowser

Bowser, of course, is Mario's rival. His strength lies in his ability to create Blind, Panic, or Slave Attacks that last for a seemingly endless period of time. If you play Bowser, try to string together several Attacks in a row. You can severely hamper your opponent's progress.

Princess

The Princess's strength is her ability to launch the most effective Attack available against an opposing player. The Attacks cycle quickly through her Events Window, so you won't spend too much time waiting for the right Attack to appear. She's very effective against Bowser. However, if she gets hit with an Attack, it takes her twice as long to recover as does any other character.

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ACCOLADE
GAMES WITH PERSONALITY

Street Fi

By Doctor Dave

Alright, Genesis fans, you've envied SNES owners long enough. You've endured while they danced around waving their copies of Street Fighter II in your face and taunted you with their exploits of Guile, Chun Li, and the rest of the World Warriors.

Those days are gone, folks. Genesis owners are gonna be lining up at the store supporting Sega and Capcom's decision to join forces and bring you Street Fighter II: The Champion Edition for the Genesis. You'll experience full-contact, player-against-player action, while playing as any of the four bosses (without using joypad tricks or Genie codes) or the other eight World Warriors. This edition features moves exclusive to the CE, and you'll only see them on the Genesis (and later on TTI's Duo). For now, there are no plans to make a Champion Edition for the SNES.

Brawl, My Children

The graphics in this translation of the arcade classic are stupendous. Each character has the full range of thrilling throws and killing blows that made them World Warriors. Although you may notice a little slowdown in the throws and some slightly un-spritely behavior, like a little flicker now and then, you won't be distracted from the game. No complaining, though, 'cause you get to play all 12 characters, and the backgrounds look good and are almost as colorful as the Champion Edition's in the arcades.

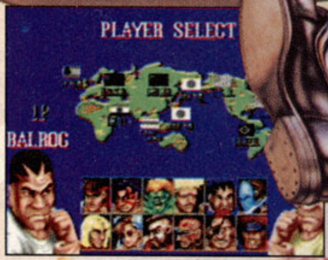
It's too early to form an opinion on the sound, though. With only an 85% finished cart, our guess is that the sounds will not be up to par with those of the SNES.

Regarding the limitations of the standard Sega three-button controller, don't be a World Worryer. Sega's got a six-button controller in the works that'll handle all the moves as well as any SNES controller, but you'll also be able to execute all the moves with the regular three-button controller.

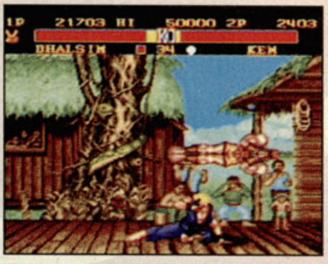
SNES owners have never seen some of the moves that'll be available on the Genesis version, and the game play and controls are suprisingly smooth and faithful to the original coin-op. Moves, like Chun Li's Backflip Kick and Guile's two-hit Flash Kick, are taken directly from the arcade game and are exclusive to the Champion Edition. Besides those, you'll be able to do Bison's Scissor Kick, Sagat's Tiger Kick, Balrog's Turn Punch, and Vega's Wall Climb. Do you hear gurgling noises? It's the sound of rushing water caused by the flowing tears of every SNES owner!

Street Fighter II for the Genesis, and the Champion Edition to boot? Capcom soars and Sega scores with this double-hit combo for Street Fighting fans everywhere.

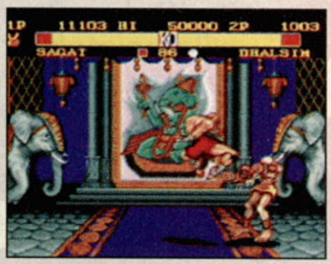
Street Fighter II: Champion Edition
By Capcom/Sega
Available June



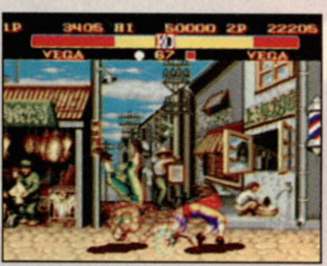
Play as any of the four bosses against any other World Warrior!



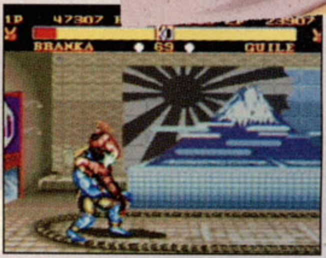
Dhalsim's Spear/Tornado move is a piercing attack.



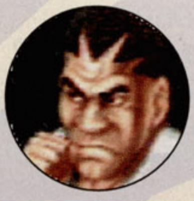
Sagat's Tiger Knee trashes unwary attackers.



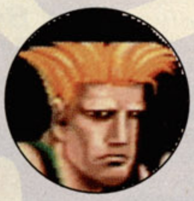
The Ground Suplex is an easy move for Vega.



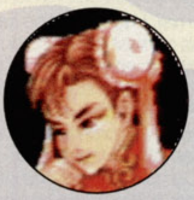
Prepare to bust a few chops with Guile's Champion Edition Knee Thrust.



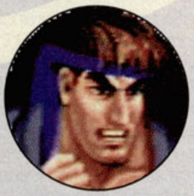
Balrog



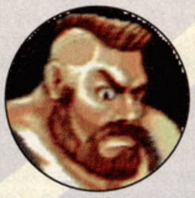
Guile



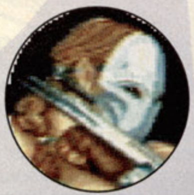
Chun Li



Ryu



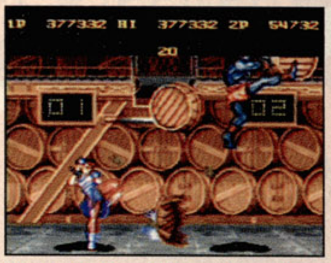
Zangief



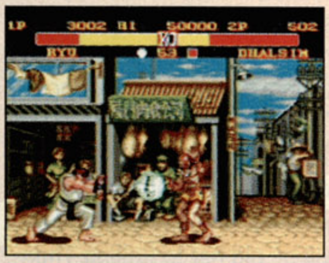
Vega

ghter II

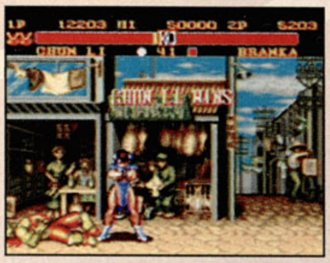
Champion Edition



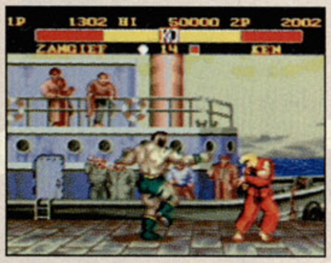
Here's the Barrel Bonus Round that's not found in SFII for the SNES.



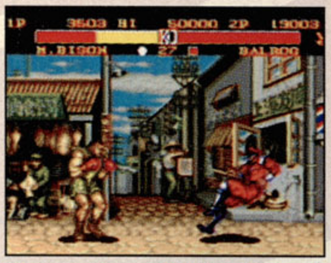
Ryu's Fireballs are faster than ever, and tougher for opponents to dodge.



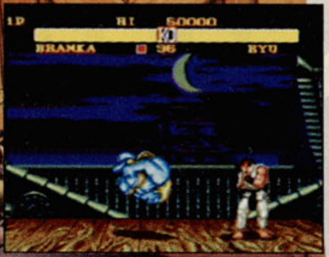
Look for the Champion Edition's Win/Lose poses in this Genesis cart.



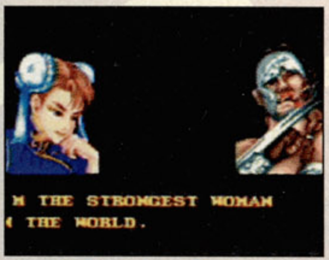
Now that he can move while he spins, Zangief's Clothesline is tougher on his foes.



Clip your foes with Bison's deadly Scissor Kick.

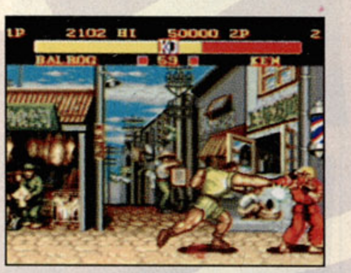


Blanka flattens his attackers with his formidable Rolling Attack.

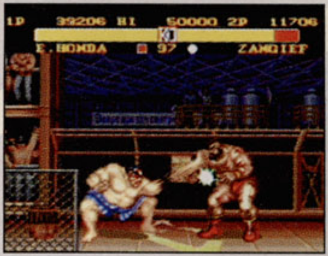


M THE STRONGEST WOMAN
THE WORLD.

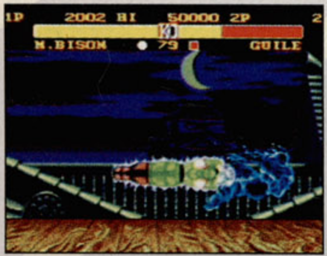
The Win/Lose faces between rounds are taken from the arcade Champion Edition.



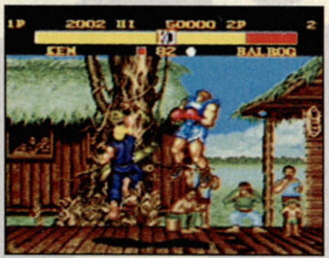
Toss a Dashing Punch with Balrog's mighty fists.



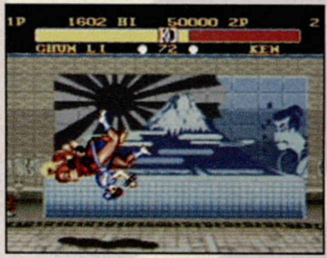
Get slap happy with Honda's Hundred Hands. Now he can move while he slaps.



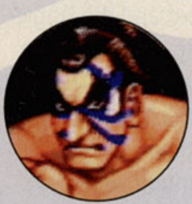
Flame on, mighty Bison. The big, bad boss likes to bar-b-que his World Warrior opponents.



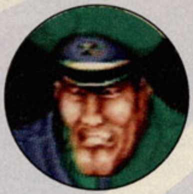
In the Champion Edition, Ken's Dragon Punch scores two hits instead of one.



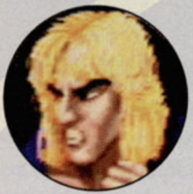
Chun Li's Chest Flip Kick scores and takes her out of danger.



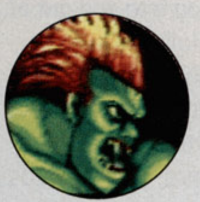
E. Honda



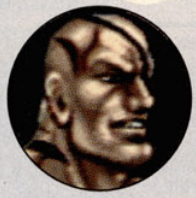
M. Bison



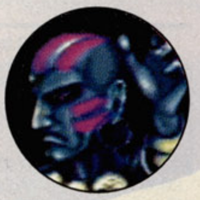
Ken



Blanka



Sagat



Dhalsim

GENESIS PROREVIEW

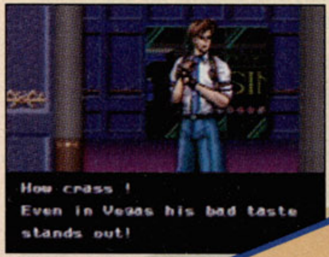
By Brother Buzz

Rolling Thunder fans know what they like – sharp shoot-and-scoot action, crisply moving graphics, and doors, lots of doors. They get all that and a teeny bit more in Rolling Thunder 3.

Albatross and Leia took a vacation from this cart, but Agent Jay's a stalwart stand in. This game has hidden levels, and unlike other RT adventures, you can input passwords to change game configs, such as the number of lives Jay has. The third time may not be a complete charm, but who wants an incomplete set?

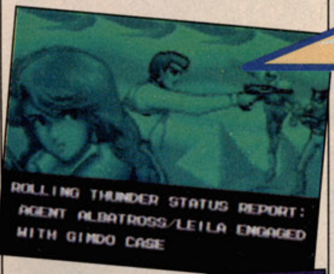
ROLLING THUNDER 3

If that's a pistol in your right hand, a door handle in your left hand, and a Geldra robot in your face, this must be Rolling Thunder 3 by Namco. This capable installment of the classic shoot-to-thrill series offers run-n-shoot game play, graphics, and bad guys that will be old hat to Rolling Thunder vets.

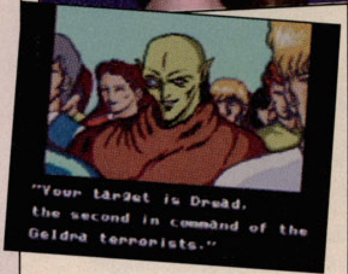


How crass !
Even in Vegas his bad taste stands out!

Jay's on duty this time.



ROLLING THUNDER STATUS REPORT:
AGENT ALBATROSS/LEILA ENGAGED WITH GIMDO CASE

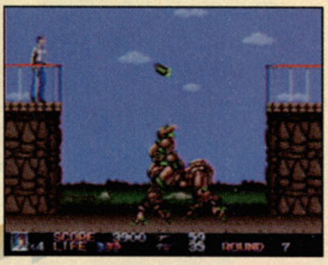


"Your target is Dread, the second in command of the Geldra terrorists."

Thunder on a Roll

Like its predecessors, Rolling Thunder 3 dishes out thumb-burning, multi-scrolling, run-and-gun action. Agents Albatross and Leia are off chasing Gimdo, leader of Geldra, so you play Agent Jay in this side-view, single-player cart. Your nemesis is a green-skinned, pointy-eared Geldra freak named "Dread." He wears a classy uniform, but his face – ugh!

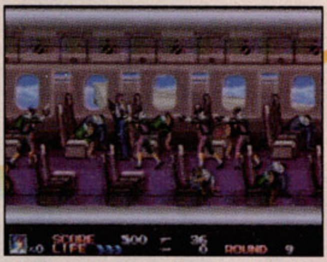
As usual, you start out armed with a pistol and a knife. You must be quick on the draw as you march into Geldra-held territory, where robo-assassins lie in ambush throughout the multi-tiered areas. You pop into and out of the famous Rolling Thunder revolving doors, which hide ammo, life power, and bad guys behind them. As in the other RT games, your rewards and the boss antagonists are few and far between.



Enjoy bosses while you can!

PROTIP: If an enemy appears behind you on the left, move quickly right until he disappears off screen. He almost never reappears. Also, stop when an enemy's toe or nose appears at the right edge of the screen You can shoot him, but he'll rarely fire at you.

RT 3 offers 10 regular rounds and three hidden mini-rounds. Your mission takes you to Las Vegas, Easter Island, Geldra's Underground Base, and the Castle of Dread. You also race to the death across the Pacific Ocean and ride an airliner to take out skyjackers at 30,000 feet. Passwords will keep you on pace to victory.



PROTIP: You can't reload during the gunfight with the hijackers in Round 9, so be quick with your dagger and use it as often as possible.

The skill level's preset at Normal, which is no problemo for RT vets. Beat the game, and, as in RT 2, you enter the Second Quest. Here the challenge pumps up considerably. The rounds are the same, but the bad guys take more hits.

Overall, the graphics and sound are standard RT issue. The characters and bosses look good and move crisply. The backgrounds are scenic, if unremarkable. The cinema scenes feature Japanese-style cartoony drama. The sound effects do their job by pitching in with ear-shattering gun blasts and an agonizing scream whenever Jay loses a life.

Rolling in the New

Innovations to this RT adventure include two new moves, a cache of nine special weapons, and two vehicle rounds. If that doesn't set your world on fire, too bad: Remaining the same is the name of this game!

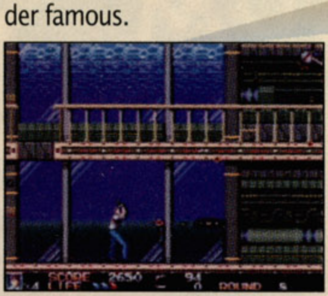
The new moves are the Jump and Shoot and the Angle Shot. The Jump and Shoot is a long-awaited addition. The cool Angle Shot, which enables you to shoot up at a 45-degree angle, nicely multiplies the pre-

Rolling Thunder 3 by Namco

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	ADJ. Adjustable

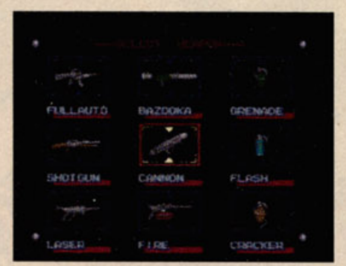
$59.95
12 megs
Available July
Action/Adventure
One player
Passwords

cision sharp-shooting challenges that made Rolling Thunder famous.

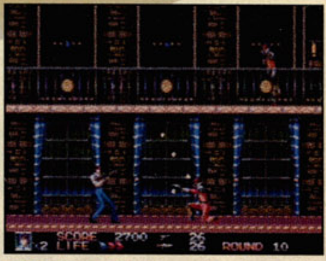


PROTIP: You can use your Angle Shot to hit ceiling-mounted robot lasers and attacking bats.

Rolling Thunder 3 even enables gunners to roll their own weapon, which adds a nice thought-provoking bit of strategy to the game: Once you use it, you lose it. At the start of each round, a Special Weapons screen presents nine instruments of destruction, including a Laser, a Fire Gun, and Hand Grenades. Of course, some weapons are better suited for certain rounds than others.



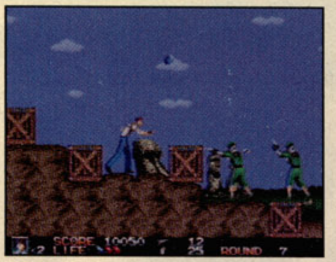
Choose your weapon.



PROTIP: A Shotgun blast at close range equals two shots from your pistol.

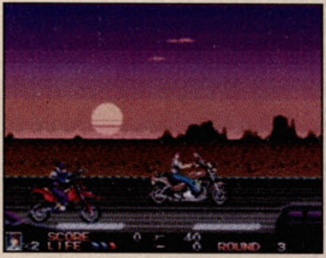
PROTIP: Save a rapid fire weapon with a relatively long-range, such as the Laser or the Assault Rifle, for your battle against Dread in Round 10.

PROTIP: If you don't select a Special Weapon at the beginning of a round, Special Weapon Doors replenish your life bar.

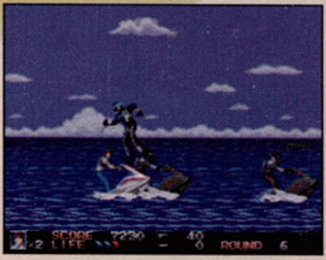


PROTIP: Hand grenades are effective Special Weapons on Easter Island, Round 7.

The two vehicle rounds are a great idea and they're good-looking, but they're easy (almost gratuitous) additions. You ride a motorcycle and a jet ski, but you merely slide forwards, backwards, and side-to-side, positioning yourself for an easy pistol shot at a Geldra rider's back.



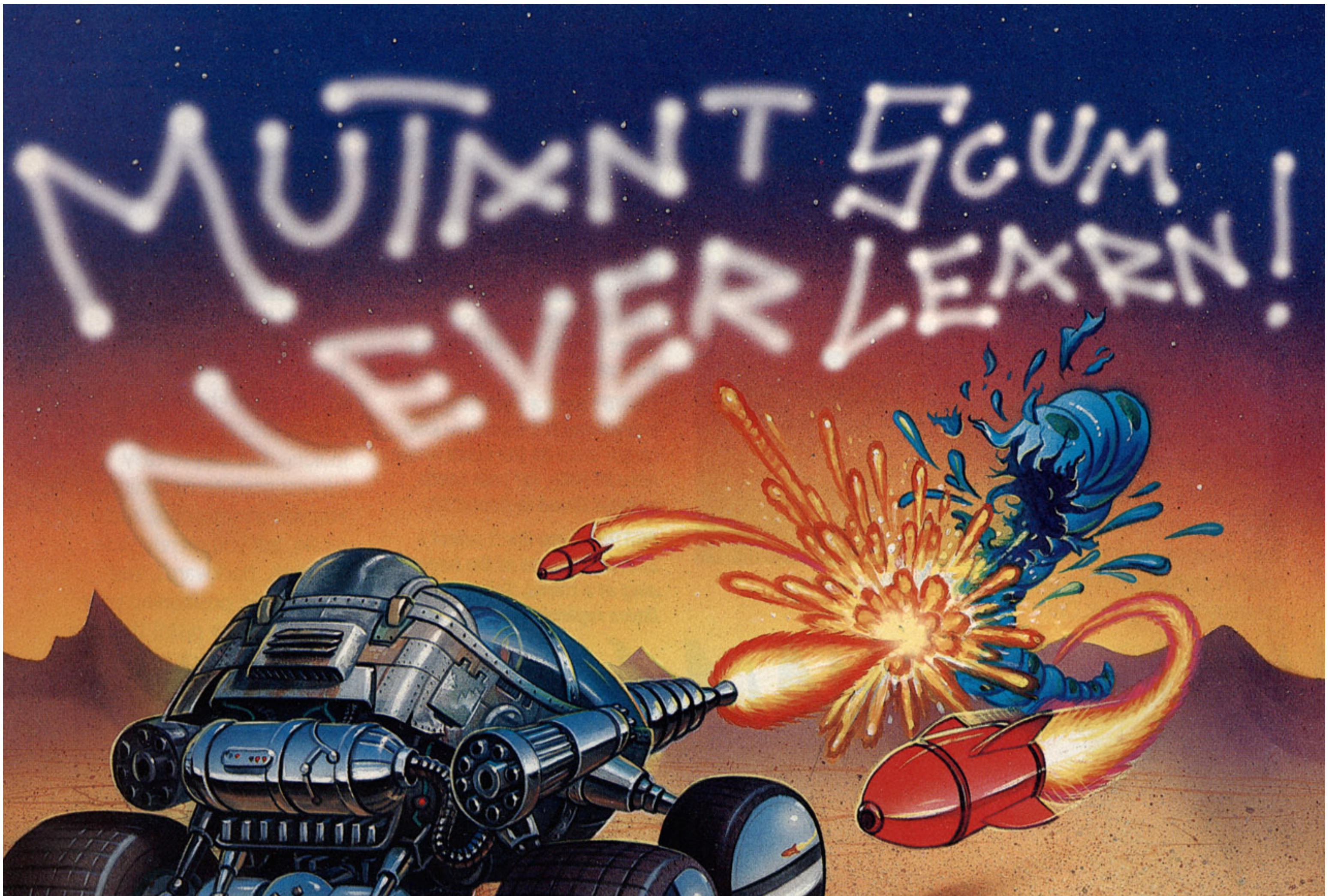
PROTIP: In the vehicle rounds (3 and 4), don't let enemy motorcycles or jet skis bump you from behind.



You get wet, but not wild.

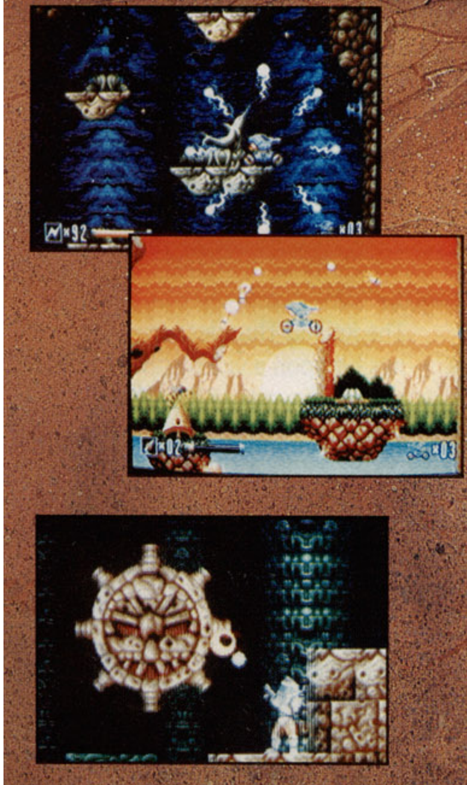
Happiness Is a Warm Gun

The Rolling Thunder series has hit upon a video game formula that works. RT 3 falls nicely in line with its predecessors. Despite a lack of pizazz, the RT hard core will be satisfied, and the cart will treat you to a few surprises: Passwords (if you discover them) change some game configurations and add a new character. With only a few additions, Rolling Thunder just keeps rolling along.


MUTANT SCUM NEVER LEARN!

Blaster Master 2 for the Sega Genesis takes you head first into the second wave of rabid mutants bent on destroying the Earth. Saddle up in S.O.P.H.I.A., your hi-tech tank, for a savage battle of survival. Use your arsenal of pumped weapons to send them packing.

Based on the smash hit game Blaster Master, Blaster Master 2 takes you past the next level to a new standard of intense action. Wreck-n-roll on the cutting edge of 16-bit technology.



SUNSOFT
BLASTER MASTER 2
GENESIS
SEGA

- **16 ferocious boss encounters!**
- **Smoking arcade quality sound and graphics!**
- **Secret passageways!**
- **Fight in or out of your vehicle!**
- **Three modes of serious game play!**
    Mind-blowing side views!
    Incredible overhead views!
    Serious zoom-view side screens!

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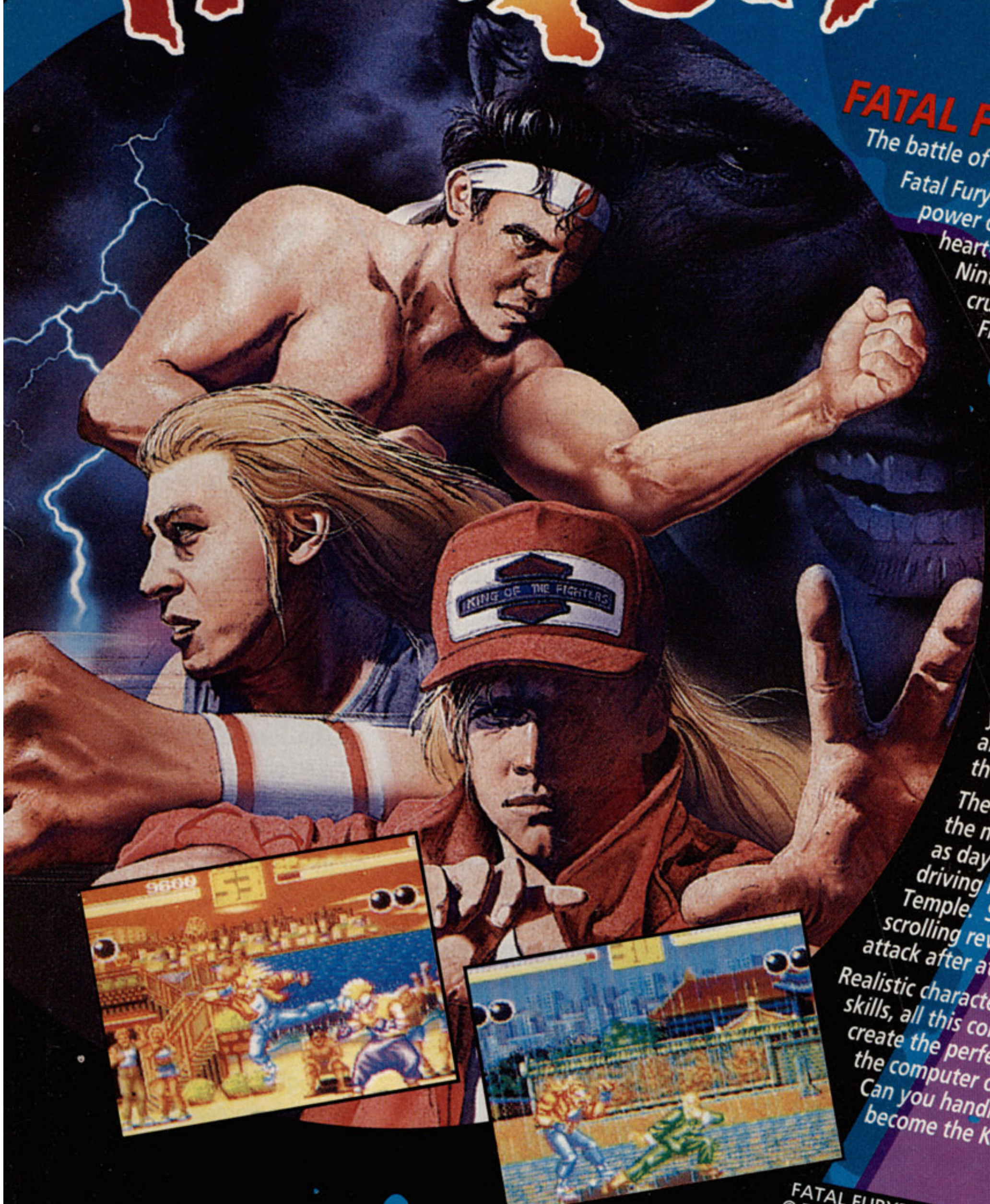
SUNSOFT®

SUPER NINTENDO
ENTERTAINMENT SYSTEM

FATAL FURY

Official Nintendo Seal of Quality

LICENSED BY
Nintendo



FATAL FURY

The battle of fate has begun...

Fatal Fury is here, and only Takara brings home all the power of the smash coin-op arcade megahit. Experience heart-pounding Streetfighting action for the Super Nintendo Entertainment System. Battle against cruel and vicious enemies to be crowned King of Fighters!

Blazing fast animation and realistic moves make this game the one to beat! Use all your fighting skills, for each villain is huge and dangerous. Choose from among three fighting heroes — each with his own unique style of fighting. Use fists and feet to defeat all foes but beware — your enemies possess hidden powers that defy the force of Nature itself. Witness their terrible might as they transform themselves, hurling energy blasts, tornadoes, even turning their entire bodies into human torches! And even as you pound them one by one, waiting and watching is the Big Boss himself — the strongest and meanest foe of all!

The battle is joined on a journey through the mean streets of Southtown. Fight hard as day turns to night on the beach, or as driving rain clouds your sight at the Chinese Temple. Superb animation and horizontal scrolling reveal new areas of the challenge, as attack after attack is met and mastered.

Realistic characters, multiple action moves, special skills, all this combined with lightning speed to create the perfect fighting action game. Take on the computer or another player head-to-head. Can you handle the challenge of Fatal Fury and become the King of Fighters?

FATAL FURY™ 1991 SNK
© TAKARA CO., LTD. 1993

TAKARA®
Video Game Division
230 Fifth Avenue, Suite 1201-6, New York, NY 10001
Tel: (212) 689-1212, Fax: (212) 689-6889

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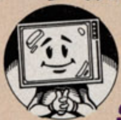
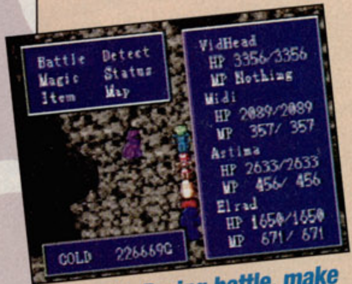
Sorcerer's Kingdom



By VideoHead

American Sammy/Treco vanished from the U.S. video game scene a while back. They're resurfacing with Sorcerer's Kingdom, a solid role-play adventure for Genesis gamers. This game's strong points include the requisite role-play features (good quests, interesting characters and items, and terrific magic spells), plus solid graphics and an intermediate level of challenge that'll appeal to a range of role-play starved Genesis adventurers.

For quite some time, Genesis RPG fans have been thirsting for a good solid role-play adventure. Sorcerer's Kingdom by Treco isn't the perfect quest, but it will temporarily satisfy the wanderlust of most electronic adventurers.



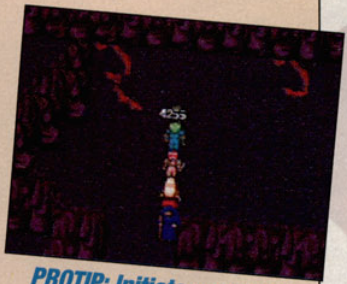
VidHead
HP 3356/3356
MP Nothing
Midi
HP 2089/2089
MP 357/ 357
Astima
HP 2633/2633
MP 456/ 456
Elrad
HP 1650/1650
MP 671/ 671
COLD 226669G

PROTIP: During battle, make sure each of your combatants gets a chance to fight. If one character fights all the battles, you'll end up with a very lopsided group.

Kingdom for Sale

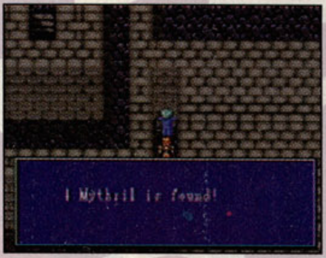
Step into the shoes of a young resident of Landale Kingdom. Your father's been missing since he left some time ago on an evil-fighting quest. With permission from the King, you set out in search of your missing padre. During your hunt through seven geographical regions, you get help from three companions you meet along the way.

Sorcerer's Kingdom's one-player, ¾ overhead-view game play is standard RPG, with a few minor improvements. During your adventure, you and each member of your fighting party can advance to different skill levels (eight possible ranks) by building up experience points in battle and earning new magic spells, 36 spells in all.



PROTIP: Initiate your Battle attack when there are few enemies on the screen. You've got to fight whoever's on-screen when the battle begins.

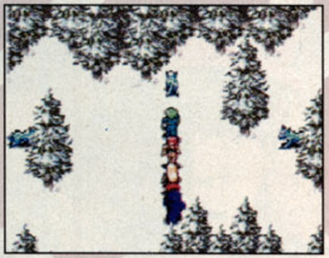
During battle, you always get to inflict the first hits on your foes, and you have unlimited time to decide how to slay them. Even better, the fighting takes place in real time, and it never swaps over to a separate battle screen. You can move your characters around to give them better strategic positions before and during a conflict.



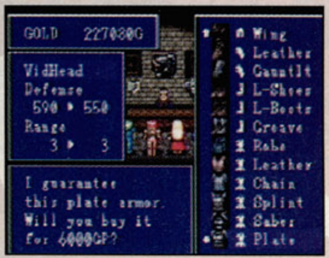
! Mythril is found!

PROTIP: Don't Equip weapons while you're in a maze. Many of the weapons you find in the maze are cursed. Save them to sell later in the game.

This game's graphics are good, but not exceptional, and they look similar to other Japanese role-play titles. The towns, villages, and character sprites are larger than average, even during combat, but they are somewhat blocky and cartoony. The mazes are par for the course, and the monsters range from small to quite large.



PROTIP: During battle, attack from the rear. Unethical? Yes, but very effective!

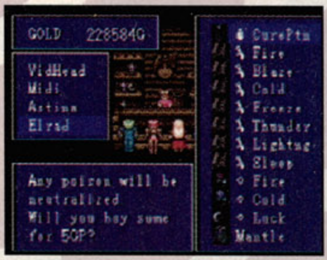


GOLD 227080G

VidHead
Defense
590 ▸ 550
Range
3 ▸ 3

I guarantee this plate armor. Will you buy it for 6000GP?

PROTIP: For defensive strength, buy Armor first. Also buy a Luck Ring for every character, but ignore the other rings.



GOLD 228584G

Any poison will be neutralized
Will you buy some for 50P?

PROTIP: Don't buy magic spells. You'll get them as you increase experience.

The sounds will take you for a stroll down memory lane. The game's two lead tunes are taken straight from hit RPGs of the past. A little originality would have been nice. On the upside, the sound effects that accompany most of the magic are fantastic.

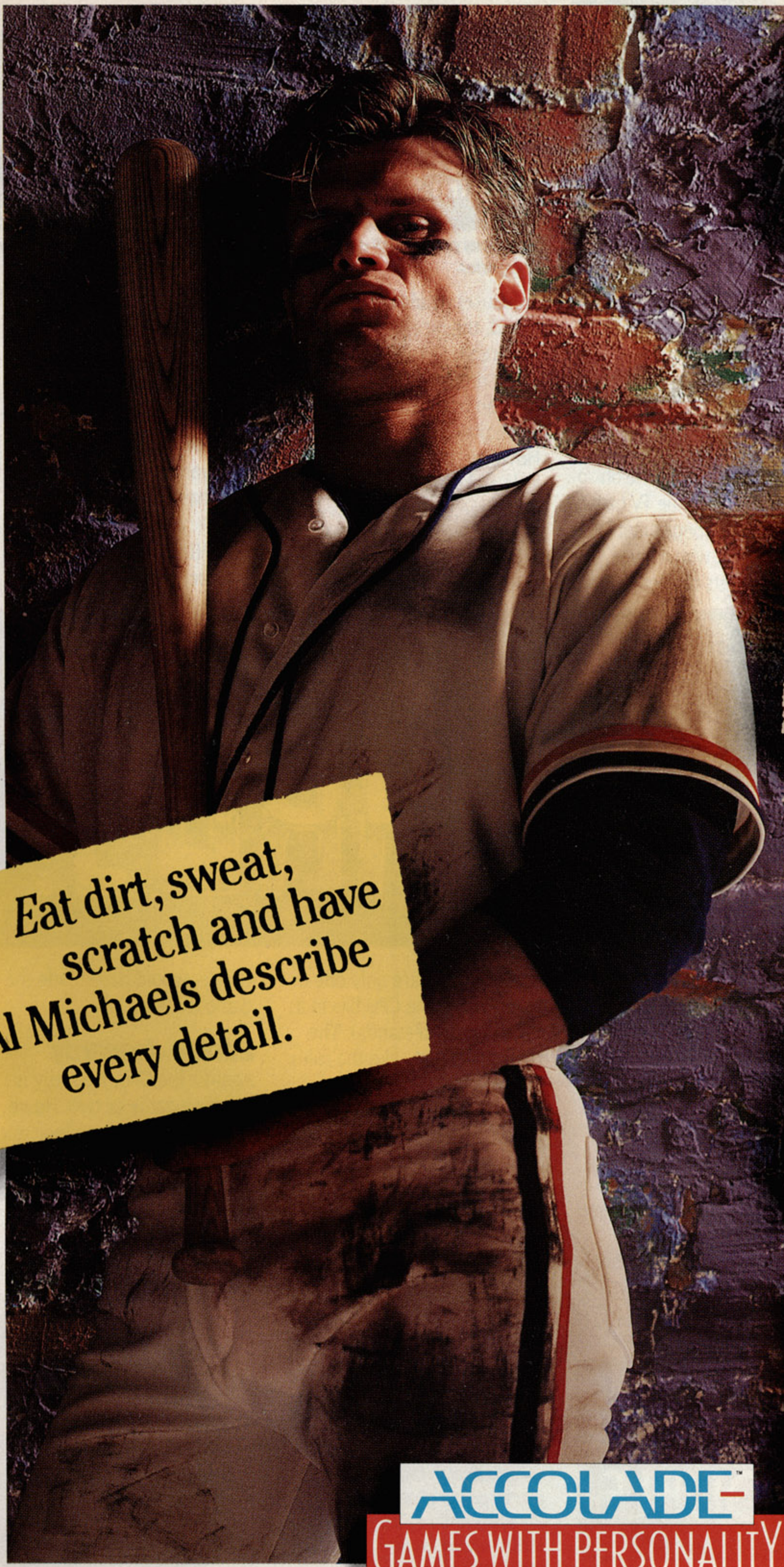
Déjà Vu

Although there's nothing really original in Sorcerer's Kingdom, it feels good to wander down a familiar path. The battle changes, in particular, make the effort of building up Experience Points less painful. Were it not for the music, this title would get an instant recommendation. Still, all in all, it's a Kingdom most RPG lovers will enjoy conquering.

Sorcerer's Kingdom by Treco

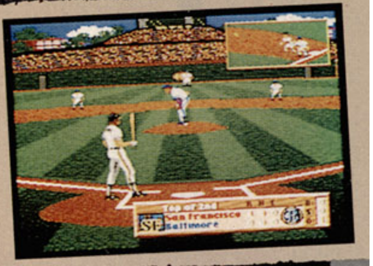
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	5.0	4.0	INT. Intermediate

$64.95	Role-play
8 megs	One player
Available May	Battery backup


Eat dirt, sweat, scratch and have Al Michaels describe every detail.

The action and color of big league baseball. Nobody can call it like Al Michaels. No game captures it like *HardBall III.*™

HardBall III for the Sega® Genesis® maintains its place in the line-up as the #1 selling baseball title of all-time. With new features that'll send every other game back to the minors.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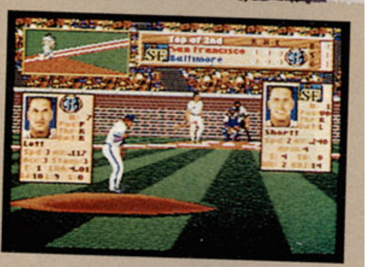
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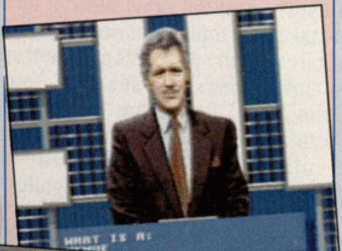
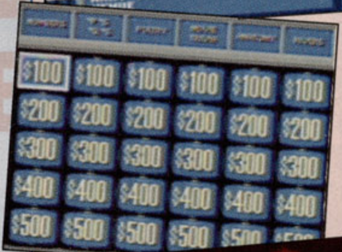
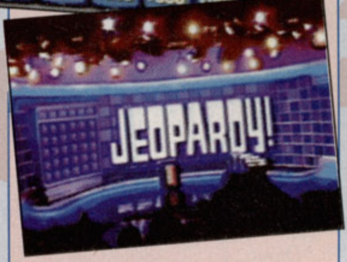
By the Unknown Gamer

Gather round, game show couch potatoes. You've been braggin' for years that you could beat the pants off the clowns that appear on Jeopardy.

Well, geniuses, here's your chance to put your ego on the line. Up to three players can compete in the privacy of their own living rooms in one of America's all-time favorite game shows. Cool digitized graphics and sounds, plus more than 3,500 questions in over 7,000 different categories, make this an above average video game show fare. It may not be the real Alex Trebek, but it's the next best thing.







Jeopardy by Gametek

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.0	BEG. Beginner

$59.95
4 megs
Available now

Game show
Three players

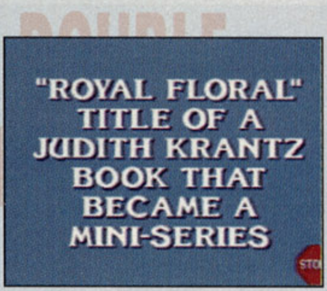
JEOPARDY!®

The category is Game Shows. The answer is: Jeopardy. The question is: What is one of America's favorite game shows? The Genesis version of Jeopardy is heading for a living room near you.

The Answer Is...

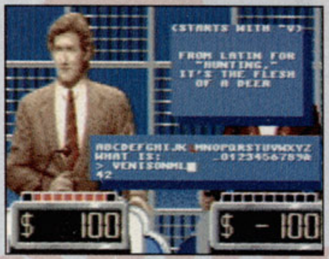
The first thing you're gonna notice when you slip Jeopardy into your Genesis are the oh-so-familiar strains of the TV game show's theme song, suitably rendered here with a tinny sound that sets the right mood.

The action begins when a digitized image of the real Jeopardy TV studio appears on the screen. Other realistic pics include the category screen, the contestants (you choose from a variety of digitized "real" people), and the infamous Alex Trebek. In fact, Alex's digitized voice tells you when you've answered a question correctly – or when you've blown it. Although more music and crowd sounds (how about a little applause) would add to the mood, the pics and tunes set the scene.


"ROYAL FLORAL"
TITLE OF A
JUDITH KRANTZ
BOOK THAT
BECAME A
MINI-SERIES

Questions range to all different categories.

By pressing different buttons on both controllers, up to three players can compete. However, the action can get a little awkward for players two and three, since they have to share one controller. Each human player gets to choose a contestant persona and a name. If there are only one or two players, the CPU fills in as the other contestant(s). The rules are exactly like the rules on the Jeopardy game show, including the first rounds, Daily Doubles, Double Jeopardy, and Final Jeopardy. There are more than 700 categories and 3,500 questions.


(STARTS WITH "V")
FROM LATIN FOR "HUNTING," IT'S THE FLESH OF A DEER
ABCDEFGHIJKLMNOPQRSTUVWXYZ
WHAT IS: .0123456789
> VENISONML
42
$ 100
$ - 100

PROTIP: If you accidently throw an extra letter in after the correct spelling, don't worry. Make sure the body of your response is spelled correctly, though, or the CPU will think you've answered incorrectly.

Contestants answer questions through a somewhat awkward interface, where they have to spell out their answer before the time runs out. Although it's annoying, the alternative, multiple choice, would have made the game too easy.

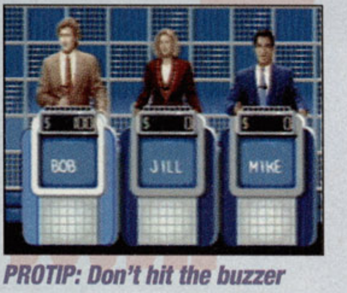
Double Jeopardy

Against the CPU, Jeopardy is fun for a game or two. However, the CPU is easy to beat and the pace can't match the excitement of the real thing. Jeopardy plays best in two- or three-player mode. It's much more fun to pit your brain cells against your buddies'.

Jazzier sounds could have pumped up the game a bit, but it's still a kick for fans and a good party cart. The answer is: Jeopardy. G

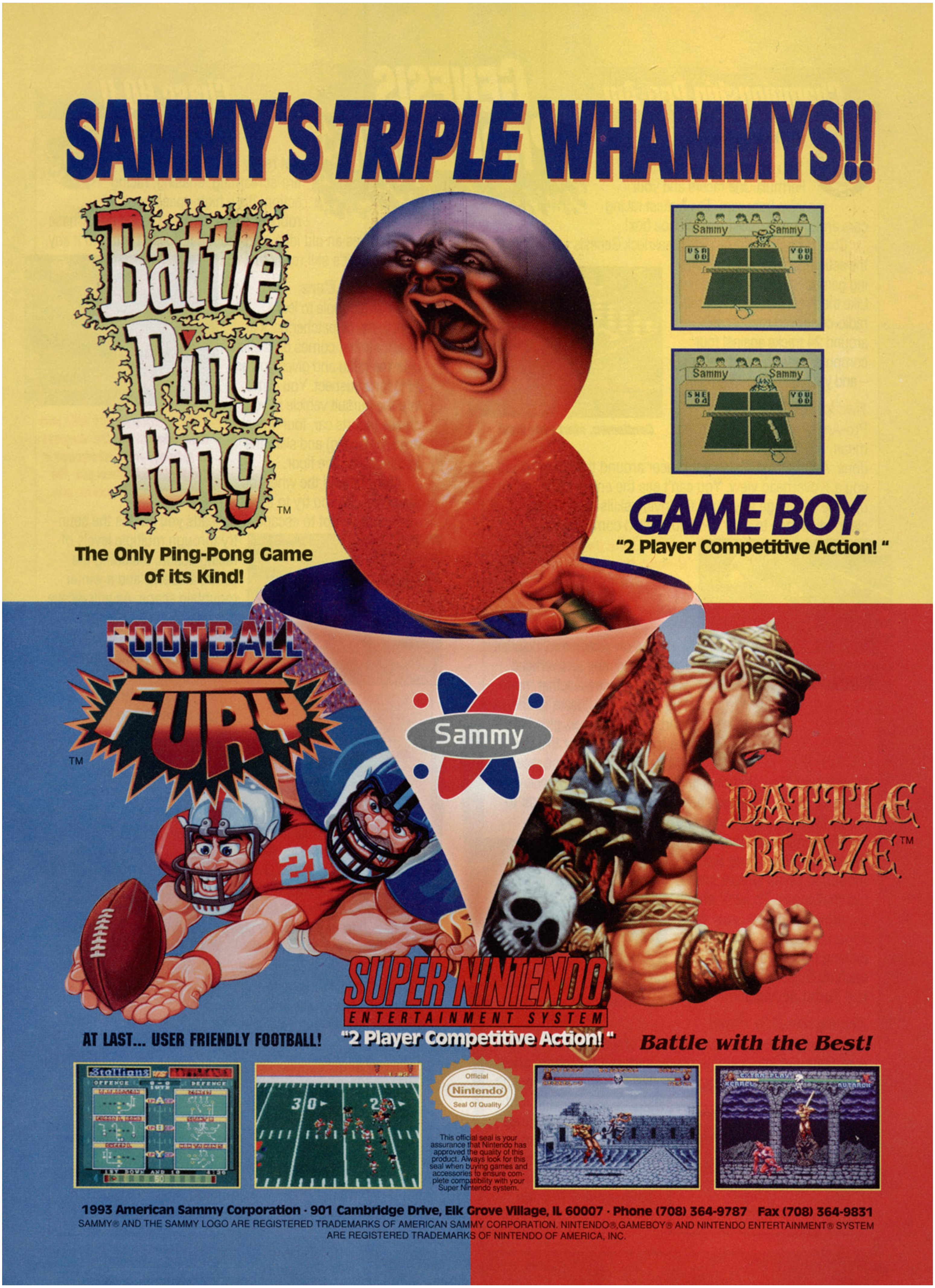
DAILY DOUBLE

It's the Daily Double



PROTIP: Don't hit the buzzer automatically. Once you buzz, you've got to give a question for the answer that Alex reads. If you're wrong, you're gonna lose money.

JEOPARDY!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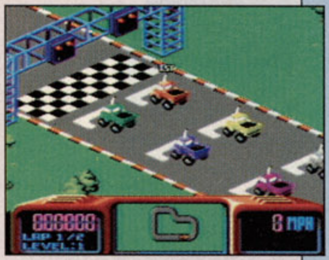
Championship Pro-Am

By Toxic Tommy

You can keep your high-tech Formula One racers and your massive Indy cars. The hottest racing cars around are smaller than a shoe box!

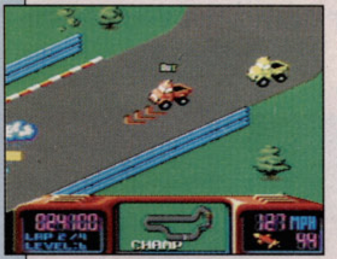
Championship Pro-Am is a breakneck Genesis version of the action-packed, NES car racing games RC Pro-Am I and II. Like the Pros, you whip a small radio-controlled model car around 24 tracks against four computer- controlled opponents – and you have a blast doing it!



Gentlemen, start your toys!

Radio-Controlled Fun

Pro-Am's graphics are lean and mean, but they get the job done. A Car Cam follows your racer around the track, giving you a ¾ overhead view. You can't see the entire track, which ups the challenge to your R.C. driving skills and gives a clear advantage to your CPU-controlled competitors.



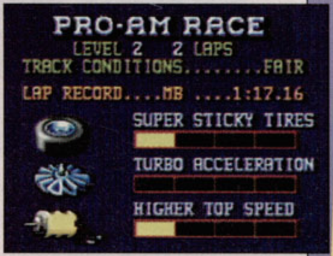
PROTIP: Take the inside path through the curves.

PROTIP: To get ahead, bump other cars out of the way, or block their path.

PROTIP: If a track has speed-up arrows, you must hit them consistently for a chance at first place.

Helpful on-screen info includes Laps, Speed, and an overhead view of the race track that monitors the pack as it tears up the road. Keep your eyes glued to the road, however, or this cart will knock you out of the race! Even though the car sprites and the scenery won't knock your socks off, the outrageous speed and response of your car to the controls give this game visual pizazz.

The game also supplements the auto-racing fun by mounting some simple strategic challenges. To keep on the championship path, you must soup up your car on the fly by picking up icon upgrades, such as Super Sticky Tires and Turbo Acceleration.



PRO-AM RACE
LEVEL 2   2 LAPS
TRACK CONDITIONS........FAIR
LAP RECORD....MB 1:17.16
SUPER STICKY TIRES
TURBO ACCELERATION
HIGHER TOP SPEED

Customizing your car is a must!

Championship Form

Championship Pro-Am packs plenty of worthwhile racing entertainment into a single-player cart, but this game cries out for the multi-driver challenge that unfortunately doesn't exist on the Genesis. But don't squeal about things that are out of your control, just have some radio-controlled fun with Championship Pro-Am.

Championship Pro-Am by Tradewest

Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.5	3.5	4.0	4.5	Intermediate

$49.95
4 megs
Available now
Action
One Player

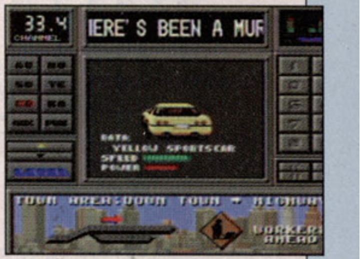
Chase HQ II

By Earth Angel

Get ready for fender-bending, tire-screaming, chasing, racing action. It's a high-speed cops 'n' robbers game, and you're the cop. Chase H.Q. II takes an old idea, and though it doesn't bring to it any new tricks, it's still really fun.

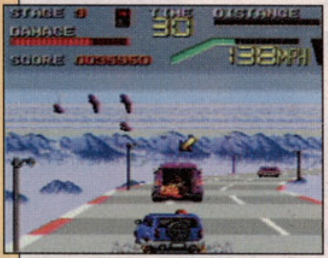
Calling All Cars

This one's simple to learn. Nancy, the dispatcher back at headquarters, comes on the line over the radio and gives you an APB for a suspect. You climb into the pursuit vehicle of your choice (sports car, four-wheel drive, or big rig) and slam the accelerator to the floor.



PROTIP: Once Nancy tells you what kind of car the suspect is driving, you can choose a vehicle that gives you the right power to catch 'em.

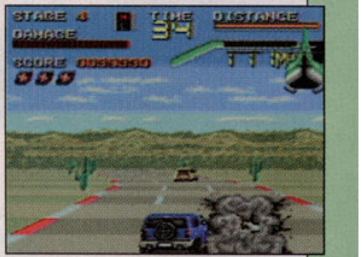
From behind the wheel of your vehicle, you try to thwart a felon's attempt to escape. This leads you across the country through multiple levels of racing action, including the coast, a desert, and a winter mountain scape. As you weave through traffic and scream around curves, you must avoid car-damaging obstacles, like ice slicks and waves.



PROTIP: Don't ram the suspect while you're on a bridge or you'll get nudged off and lose more time. It's better to tail them closely until you're on solid ground.

This game's controls are a simple three-button design. Use the directional pad to steer and shift between high and low gears, and Buttons A, B, and C to break, accelerate, and kick in the turbo.

Driving's not what this game's all about, though. If you're looking for a racing simulation, look elsewhere. Chase H.Q. II's nuts and bolts are catching the bad guys. Basically, you drive like heck until you reach the suspect. Then, you bang 'em with your vehicle until their car is so damaged that they have to stop. If you fail to arrest the suspect before time runs out, you lose!



PROTIP: Save your turbo for when the suspect's in sight, 'cuz you'll need a quick burst of speed.

Cutting to the Chase

Chase H.Q. II's graphics are average, and the music is nothing special. Although an adjustable challenge makes the game more than a drive in the park, this cart's nowhere near race-and-chase classics like Road Rash.

Chase H.Q. II by Taito

Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.5	3.5	4.0	4.5	Intermediate

Price not available
Available now
Action/Adventure
One Player
Adjustable Continues

PLAY IT IF YOU DARE

BRAM STOKER'S
Dracula
SEGA
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SEGA CD
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Few have faced Dracula and survived. Now it's your turn! Based on Columbia Pictures' blockbuster thriller, Bram Stoker's Dracula for the Sega CD goes straight for the jugular. Digitized scenes from the movie, 3-D graphics and incredible CD sound plunge you deep into dungeons infested with spiders and packs of bloodthirsty rats. You'll battle your way through seven terrifying levels, from the treacherous mountains and forests of Transylvania all the way to Castle Dracula. And just like in the movie, Dracula will attack as a bat, a vicious wolf, even an old man. But whatever form Dracula takes...make no mistake, he must be stopped! Bram Stoker's Dracula. IT'S A WHOLE NEW GAME.

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GENESIS PREVIEWS

SPLATTERHOUSE 3

By Andromeda

You asked for it and you got it – Splatterhouse 3. Splatterhouse 2, Namco's horrifying hack-n-slash extravaganza was a mega hit for the Genesis. Guess what...Rick's back one more time in an all-new, gory adventure.

Ricky Don't Lose that Number

Rick thought the Evil One was done for after he survived the excesses of Splatterhouse 2. In this latest action/adventure game, the Evil One has incarnated one more time with eight extra megs of gore in a 16-meg cart. This time around, His Sinisterness has invaded Rick's home. To save his wife, Jennifer, and son, David, from the horrors of the Splatterhouse, Rick must don the terror mask once again. Only by invoking its powers can he defeat the Evil One.

Namco's recipe for success in Splatterhouse 3 is more of what made Splatterhouse 2 popular, plus it's added some great new features. Rick has to race the clock through seven levels of bloodcurdling action, totalling more than 65 rooms. Unlike the original game, Splatterhouse 3 features nonlinear game play, meaning Rick can hack and slash his way through each floor of the house, clearing out the monster-infested rooms in any order.

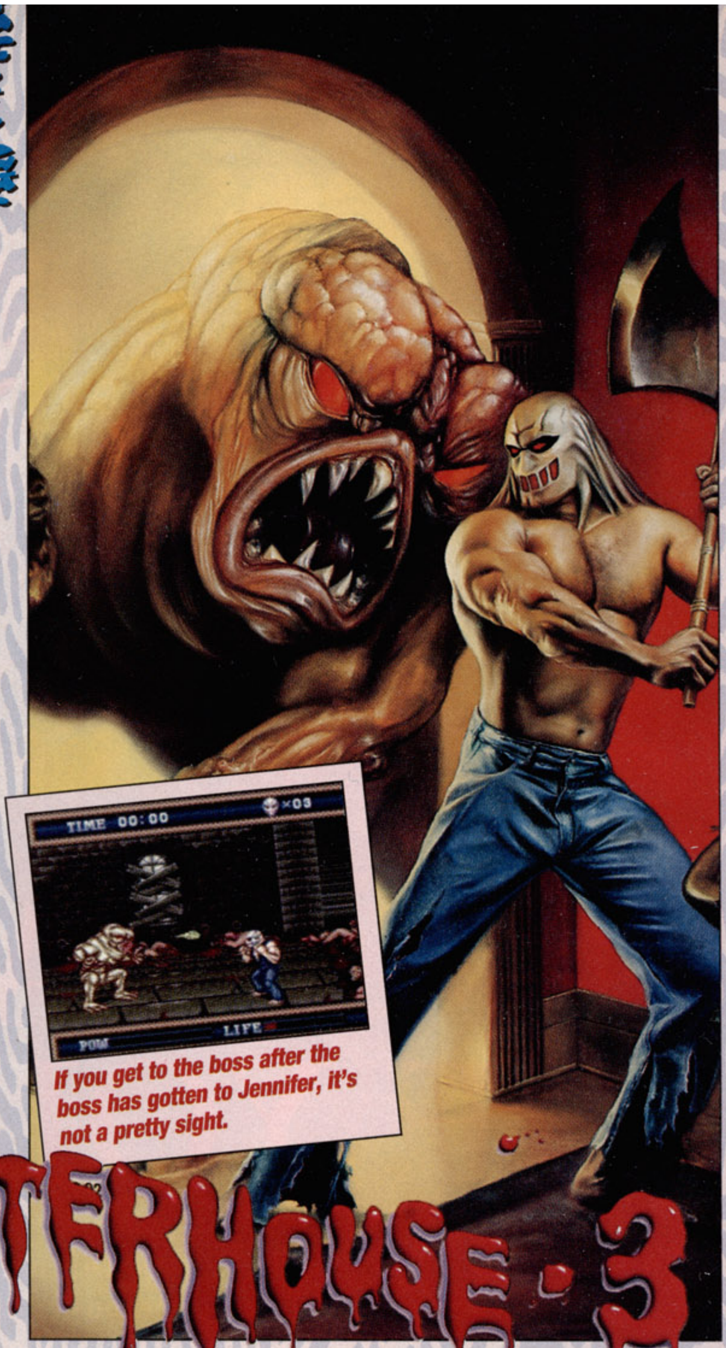
In addition to his regular punching and kicking moves, Rick can beef up with special items called Blue Orbs, which let Rick pull supercharged moves, such as choking an adversary. Rick can also grab some devastating heavy weaponry, such as Blades, Cleavers, Blocks, Bats, and Two-by-Fours.

Bloody Good

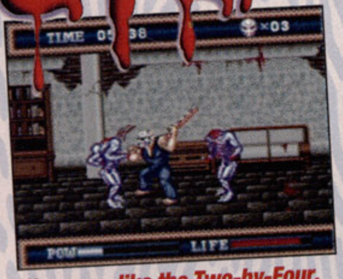
The eight extra megs come in mighty handy for enhancing the game's graphics and sounds. Splatterhouse 3 looks and sounds a lot more gory than the first go-round. Along with the requisite guts and gore, the backgrounds are nicely detailed and the sprites are big and crystal-clear, down to the very last drop of blood (which may not be so appealing to the faint of heart). Digitized cinematic scenes also appear at intervals to highlight the story line.

Keep an eyeball peeled for our next look at this title. It'll give you goosebumps. G

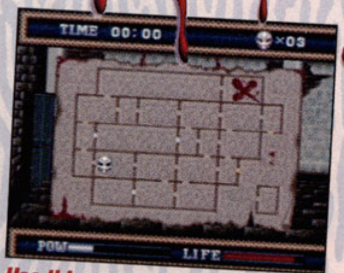
Splatterhouse 3 by Namco
Available July



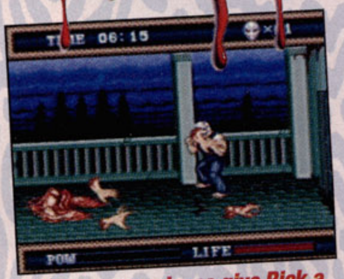
If you get to the boss after the boss has gotten to Jennifer, it's not a pretty sight.



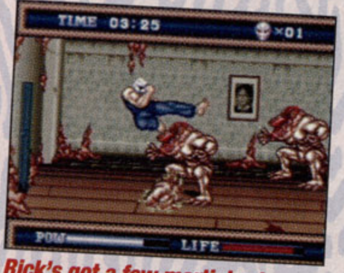
Weapons, like the Two-by-Four, come in mighty handy.



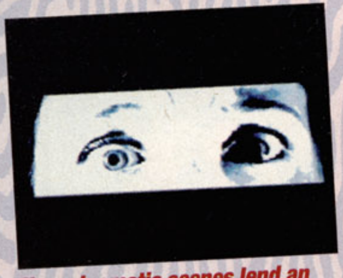
Use this map to check your location in the mansion.



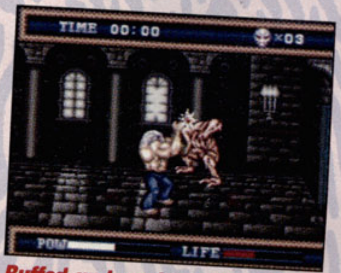
Will someone please give Rick a hand?



Rick's got a few martial arts moves at his disposal, like this Jump Kick.

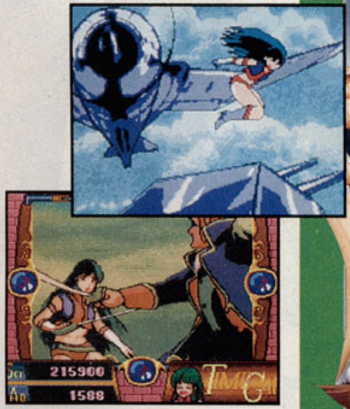


New cinematic scenes lend an intriguing atmosphere to Splatterhouse 3.



Buffed-up by using a Blue Orb, Rick can pull some devastating moves, like this choke maneuver.

This Gal Gets Around!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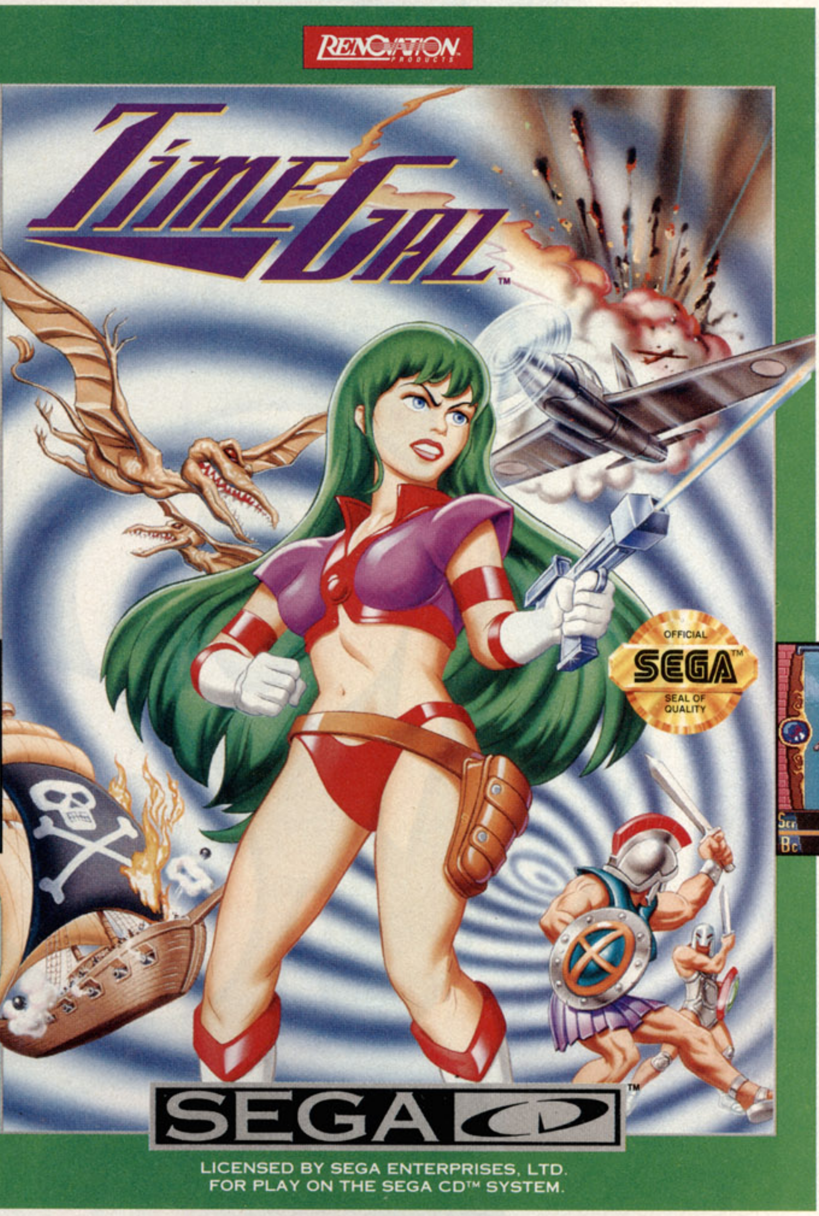
Over 30 minutes of full motion animation!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Test your action-reaction skills with 3 levels of difficulty!

This Gal's been all over, from 70,000,000 B.C. to 4,000 A.D! She's traveling the world searching through time for the devious Luda. Help her stop Luda before the world is destroyed. Jump onto your time machine as you travel through 16 exciting eras from the past, present and future. Leap from plane to plane in a WWII dog fight, sail a Spanish Galleon on the high seas, battle robots in a space station and escape from hungry dinosaurs. Can you and Time Gal brave the challenges and catch Luda before time runs out?

Here's one date you won't forget!

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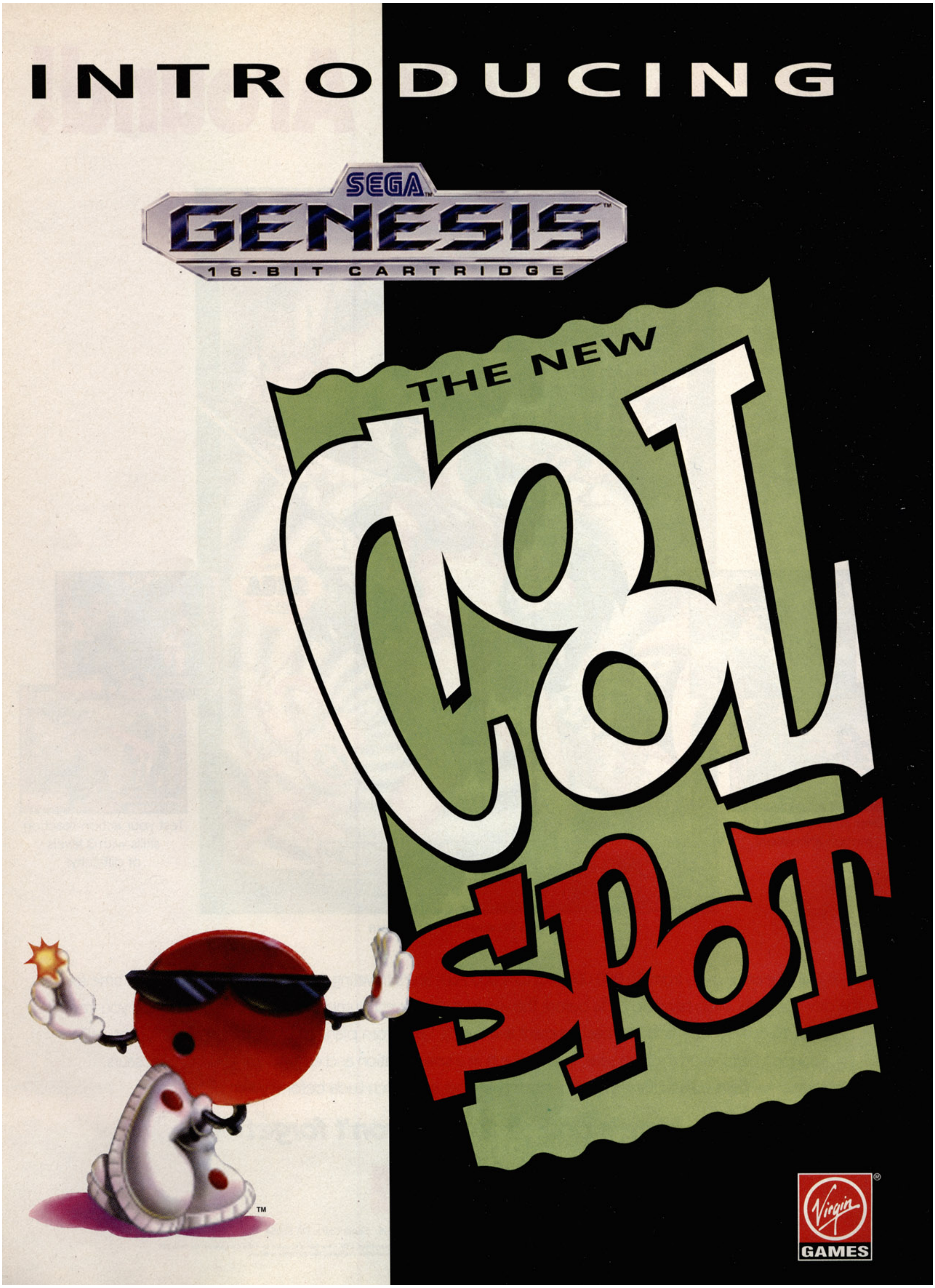
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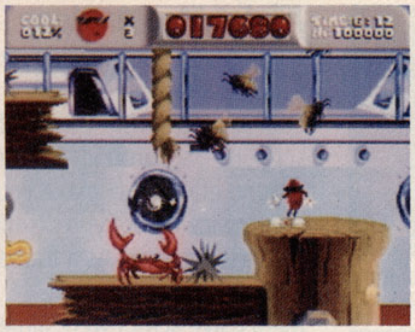
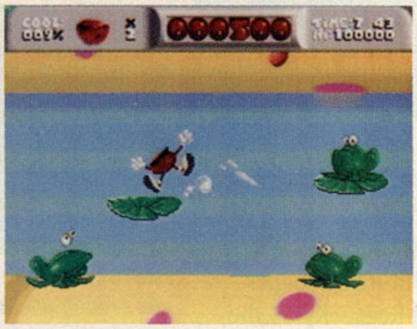
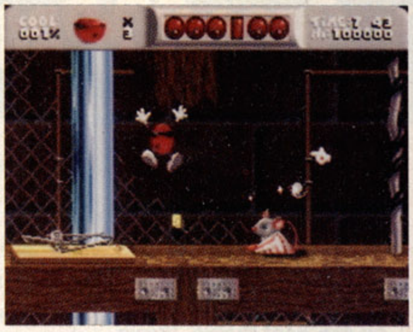


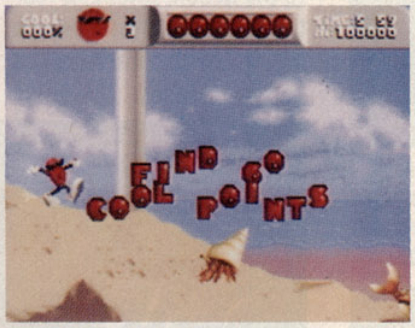
Hot graphics!



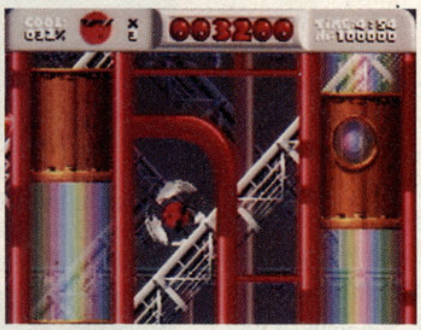
Cool moves!



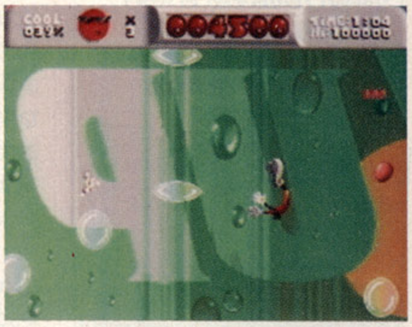
Out of control fun!


FIND COOL POINTS

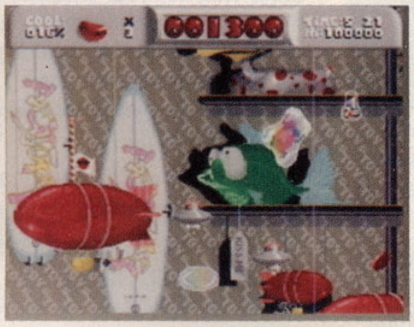
Score at the beach!



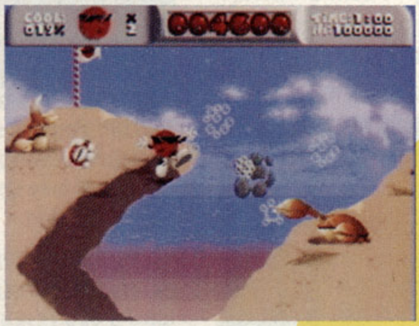
11 hardcore levels!



6 Bonus rounds!



High energy music!



Wipe out sound effects!

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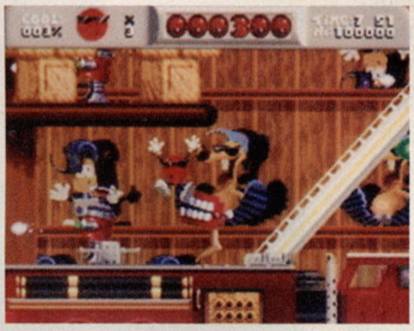
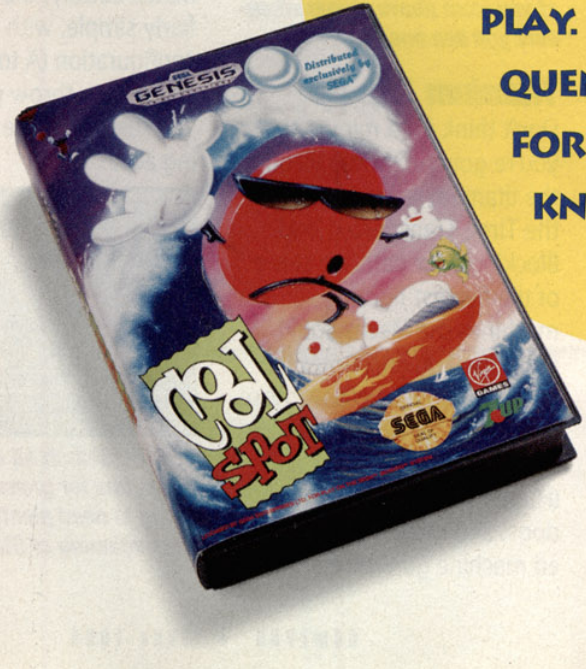
SEGA VISIONS
MAGAZINE



Action you can sink your teeth into!


GENESIS
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SEGA CD PROREVIEW

By The Tummynator

In keeping with the whole time-travel, future-effected-by-the-past theme, Virgin has released The Terminator, their first Sega CD. In reality, Terminator 2: Judgment Day's been out for months on the Genesis, Game Boy, and other systems.

Los Angeles: 2029A.D.

So, the question's are: Is one more trip back in time with "Ahnuld" worth it? Will you be able to return to the past and save Sarah Connor from the evil metallic deathbot known as the T-1000? Or, are we going to have to wait until the future to find out if the past has been corrected? The answer is up to you.

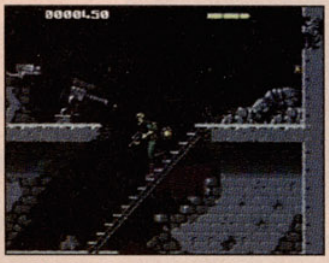
The Terminator by Virgin

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.5	ADV. Advanced

$52.99
Available June
Action/adventure

One player
No continues

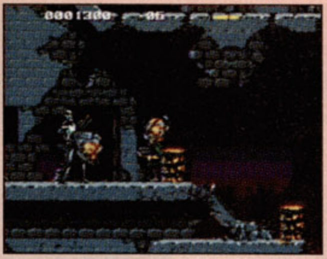
The Terminator is a one-player, side-scrolling action/adventure cart, where you play a futuristic soldier named Kyle Reese. Kyle's the last hope for the humans, being hunted down by a maniacal, mechanical, ruling class. You must shoot your way through 11 stages in search of a Time Transporter, which will take you to the year 1984 (not a good year for wine or for whining), where you must protect Sarah Connor. Sarah is the woman who will give birth to John Conner, the future leader of the war against the machines. Unfortunately, the mechs know what you're up to, and they've sent a Terminator back in time to make sure Sarah Connor doesn't give birth to anyone.



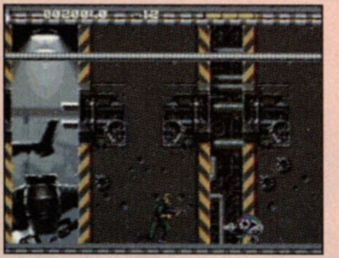
PROTIP: Watch out for the mechanized machine gun turrets in Stage One. Since the turrets point down, they can only shoot at you from above. Jump whenever you see one.

Titanium Trip Up

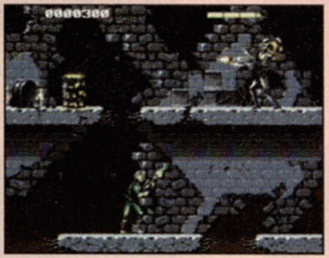
Don't think for a minute that you're going to tiptoe through the titanium tulips to get to the Time Transporter, bud. Blocking your path are some of the fiercest fighting machines the Mechs could scare up. You encounter the dreaded Endoskeletons (those gun-toting terrors), spider-like sentry robots, flying HK's (Hunter-Killers), mechanical dogs, and movement-activated machine gun turrets.



PROTIP: You take less damage if you crouch when you shoot.

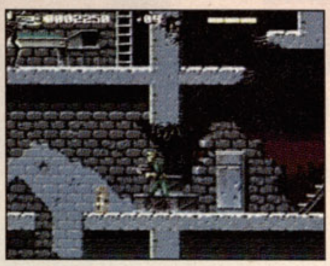


PROTIP: Crouch and shoot the bio-mechanical beasties at the beginning of Stage Three. If they catch you, they'll drain your life bar.



PROTIP: You can shoot Endoskeletons above you. Beware, though. If they spot you below, they'll fire first.

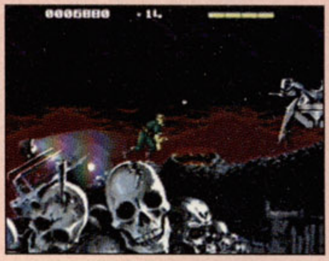
You aren't completely defenseless. You're equipped with a 'bot-blasting machine gun and grenades, which you find along the way. You also need all your skills to dodge, weave, and blast your opponents. Luckily, the controls are fairly simple, with an easy configuration (A to jump, B to shoot, C to throw grenades). The real challenge is just staying alive.



PROTIP: Search all the areas in Stage One for grenades. You're going to need plenty of them at the beginning of Stage Two.

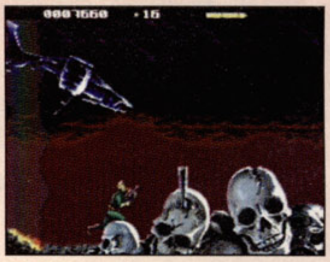
Metal Masterpiece

Some of the finest background Sega CD graphics to date appear in this disk. Cool multi-scrolling background and foreground effects will make you think twice before you dismiss CD-based games. As a framework for the sprite movements, live actors were filmed and their images digitized. This lends impressive realism to the action. Digitized real-time action scenes from the movie are also interspersed between stages.

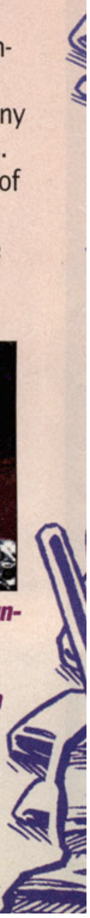


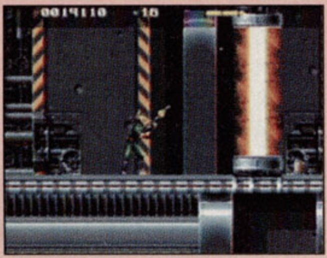
PROTIP: At the beginning of Stage Two, use your grenades on the spider-like mechanoids, but shoot everything else, including the big mid-level boss. Don't waste grenades on the end-level Boss.

The tunes in The Terminator are hot and heavy metallic muzak. The catchy music fits the action well. The sound effects do their duty by warning you of approaching danger and registering every tinny death cry of your opponents. However, Kyle Reese's cries of pain, like when he touches any of the fire spots in Stage Two, are a little wimpy for such a tough soldier.



PROTIP: In Stage Two, keep running to stay out of the flying HKs' way. If they catch up to you, their missiles are enough to drain your entire life bar.





PROTIP: Your bullets are unlimited, so shoot everything.

Hard Core

Since you've only got one life to live in The Terminator, the frustration factor is high. Moreover, there are no continues or 1-ups. This makes the game hard enough to melt the metal on a T-1000, and pumps up the difficulty to an advanced level. There are, however, plenty of health bar power-ups lying around, and they seem to appear just when you need them, so don't fret.

A Terminal Success

The Terminator is terminally fun. The smooth sprite movement and the great background graphics make this a visual treat that will keep you fascinated (and frustrated) for hours. If your thumbs are thicker than steel, pick up the Terminator CD. In this game, the phrase, "I'll be back!" speaks the truth.

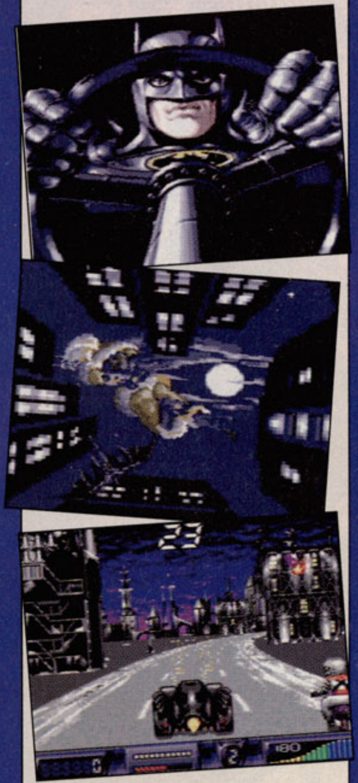
THE TERMINATOR

SEGA CD PROREVIEW

BATMAN RETURNS

By The Tummynator

Batman Returns ...again! The Dark Knight is back on another platform, this time the Sega CD. Don't get all sweaty in your Batsuit, though, 'cuz you've seen this one before. Although Sega has added a first-person perspective driving mode and some cinematic animation, the game's action is the same as Batman Returns for the Genesis.



If you haven't played the Genesis version, then you may enjoy the gloomy, surreal backgrounds and the frantic action. If you have played the Genesis version, then the only bonus here is the three-stage Batmobile segment.

Batman Returns by Sega

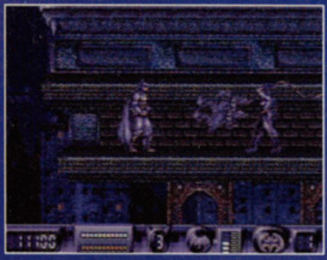
Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	3.0	3.5	INT. Intermediate

$49.99
Available now

Action/adventure
One player

Let's face it. Gotham's never going to have a zero-percent crime rate. In other words, it's always gonna need Batman. In this one-player action/adventure cart, Gotham needs him more than ever.

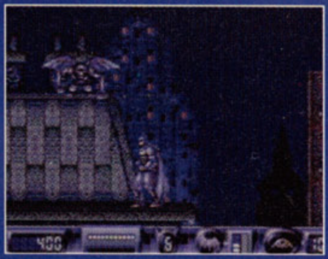
Bruce Wayne (alias Batman) is butting beaks with Oswald Cobblepot (alias The Penguin) and this bird has nefarious plans for Gotham's future. To achieve his goals, The Penguin must first rid himself of Batman. This is where Selina Kyle (alias Catwoman) comes in with her own purrfect plans for Batman. This ferocious feminine feline wants some of Gotham's power for herself. To get it, she's going to team up with The Penguin.



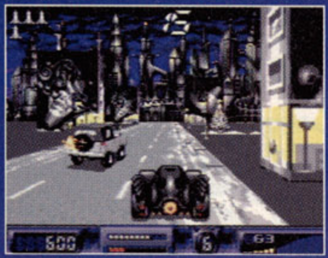
PROTIP: Save your Bats for Catwoman at the end of the Stage 1. Throw them at the cat, then come in at an angle and start punching.

Lighten Up

Gotham City looks the same as ever – some dark interiors and some dark exteriors. As Batman finds his way through the side-scrolling levels, he punches, kicks, and swings at the members of the Penguin's Red Triangle Gang. If you survive your adventures in Shreck's Emporium and other city buildings, you get to take to the streets in the Batmobile. Besides taking on the members of the Red Triangle Gang, you also face Catwoman and The Penguin.

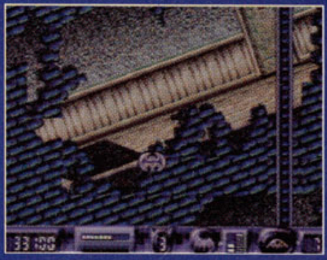


PROTIP: Always jump around when you don't know what's ahead. Expect airborne enemies (like gargoyles) to fly after you. If there's a trap (like the shooting clowns ambush), you'll probably spring it.



PROTIP: When you come across jeeps in the driving stages, destroy them with two missiles. If they're still there, shoot Bat Discs at them, or run them into the buildings at the side of the road.

Batman gets some hardware help in his fight against crime. You can toss a few Bat bombs and a homing Batarang. You can even release some furry, fanged friends (relatives of the Dark Knight). Batman's trademark Grappling Hook enables him to hang with the hardest of the homeboys. A quick Bat note: Handling the Grappling Hook is tricky. You'll fall a lot, so use your cape as a safety net.



PROTIP: Always search for weapons in corners and odd-looking nooks and crannies.

Tall, Dark, and then Some

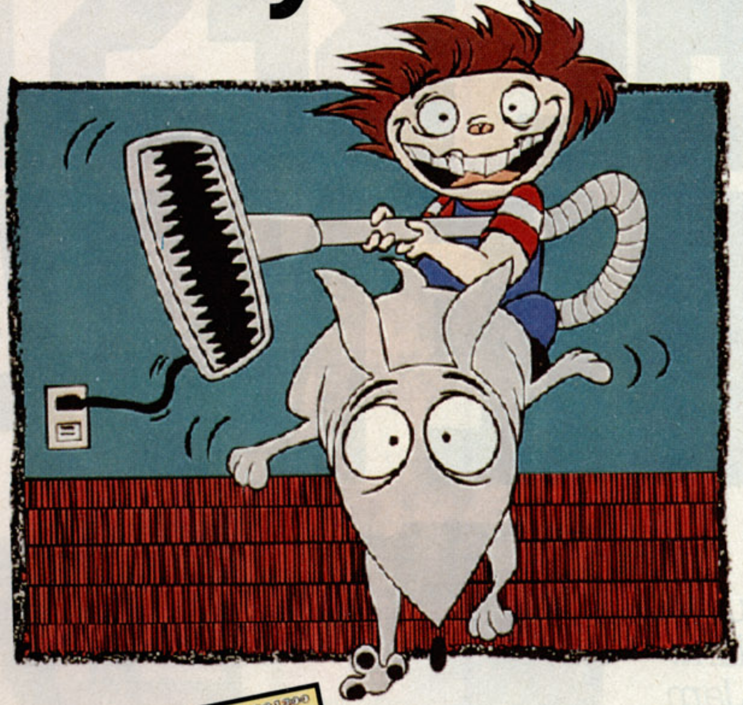
The graphics in this CD are unimpressive, to say the least. The dark backgrounds and indistinguishable sprites are colored with very similar palettes, making the game muddy and hard to see. CDs are supposed to showcase the best in sound and graphics, but this show was definitely cancelled.

The music is average Bat bebop, and the sound effects fall below CD quality. The theme to the movie is not represented anywhere.

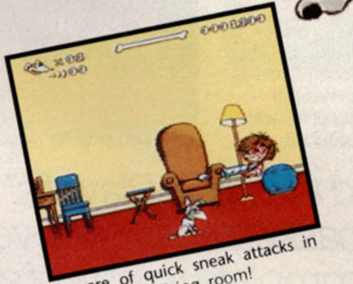
Bats All Folks

Overall, most Genesis fans have seen this game before and know its pros and cons. Although the challenge is here, the poor control, so-so graphics, and limited new levels make Batman a big disappointment. G

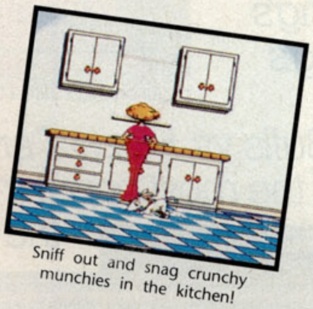
Discover the Close Relationship Between a Boy and His Dog!



Live a dog's life as the **Family Dog**. Join him on his quest for survival in a household filled with natural enemies such as wind-up toys, small appliances and Billy, the mischievous prankster. Just when you think it's safe to sit and scratch a few fleas, it'll be off to Obedience School for lessons in dodging Dobermans and engineering a jail break. Make it through a frightful forest to reunite with your loving family. Hey, even Billy will be glad to see you...



Beware of quick sneak attacks in the living room!



Sniff out and snag crunchy munchies in the kitchen!

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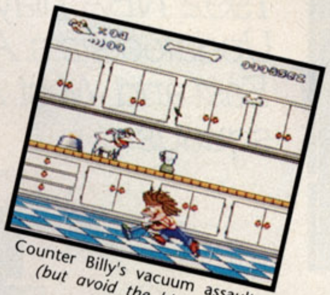
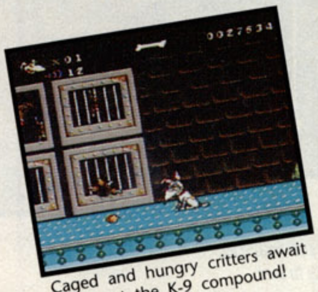


Counter Billy's vacuum assault *(but avoid the blender!)*



Caged and hungry critters await you at the K-9 compound!

FAMILY dog

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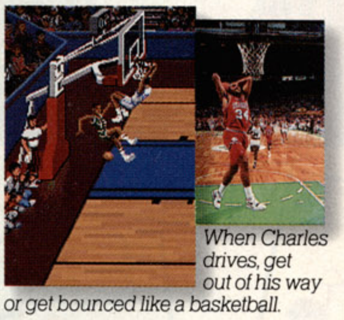
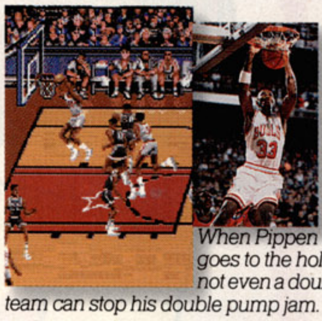
JAM WITH THE BEST IN THE NBA.

Barkley's Monster Dunk. Harper's Air-Reverse Slam. Malone's In-Your-Face Jam. Rice's 360° Slam. Manning's Double Pump Jam. Ewing's Bounce-Ball Slam.

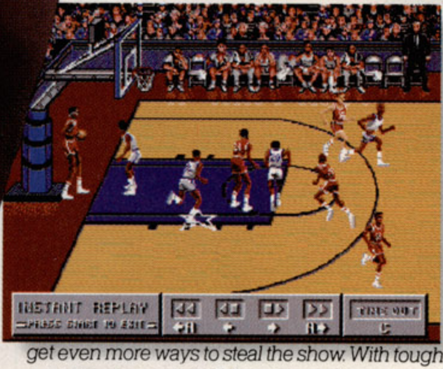


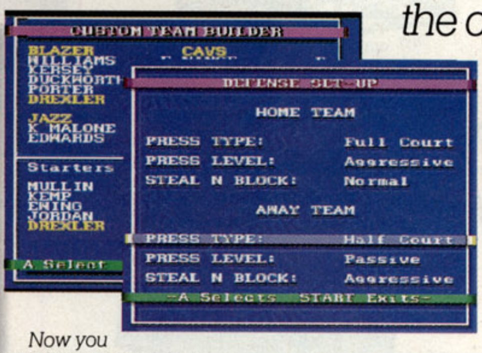
When Charles drives, get out of his way or get bounced like a basketball.



When Pippen goes to the hole, not even a double-team can stop his double pump jam.

Welcome to Jam City. Bulls vs. Blazers™ and the NBA® Playoffs.™ The updated version of the most popular basketball game ever. With the complete rosters of all 16 1992 NBA playoff teams. Updated stats. And the '92 East and West All-Star squads.





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CUSTOM TEAM BUILDER
BLAZER          CAVS
WILLIAMS
KERSEY
DUCKWORTH
PORTER
DREXLER

JAZZ
K MALONE
EDWARDS

Starters

MULLIN
KEMP
EWING
JORDAN
DREXLER

A Select
```

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DEFENSE SET-UP

HOME TEAM

PRESS TYPE:        Full Court
PRESS LEVEL:       Aggressive
STEAL N BLOCK:     Normal

AWAY TEAM

PRESS TYPE:        Half Court
PRESS LEVEL:       Passive
STEAL N BLOCK:     Aggressive
-A Selects  START Exits-
```

Now you get even more ways to steal the show. With tougher defensive playcalling. And the chance to build your own dream team from the NBA's finest.

BULLS vs BLAZERS
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Also available on SuperNES.™

COLEMAN
44
DAUGHERTY
EWING
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MALONE
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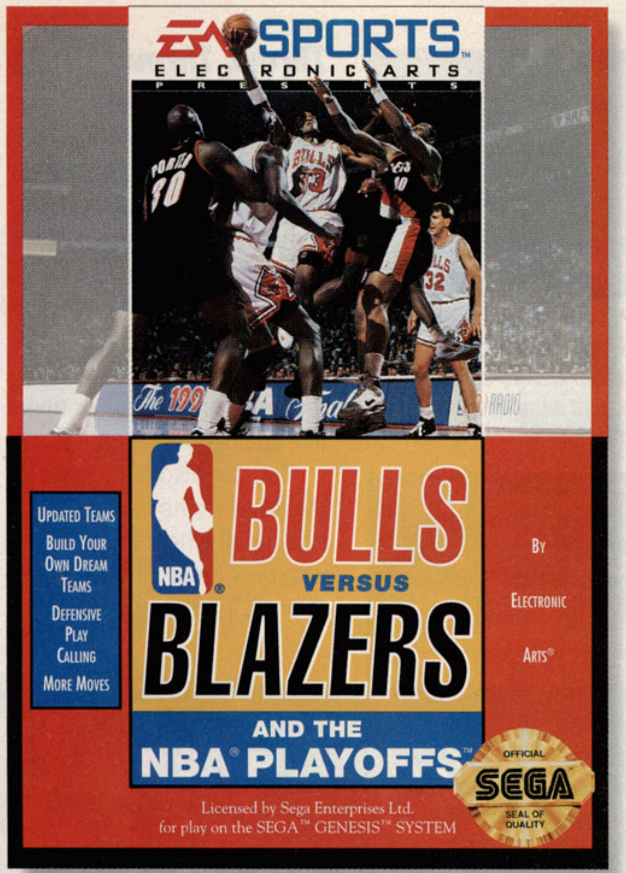
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ELECTRONIC ARTS
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BUILD YOUR OWN DREAM TEAMS
DEFENSIVE PLAY CALLING
MORE MOVES
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BULLS
VERSUS
BLAZERS
AND THE
NBA PLAYOFFS
BY ELECTRONIC ARTS
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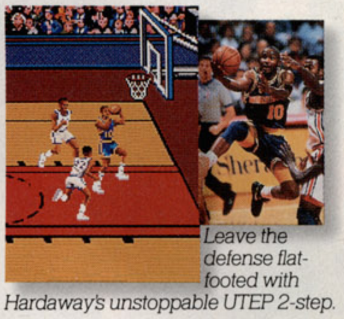
for play on the SEGA™ GENESIS™ SYSTEM

You also get new signature moves that'll make your head spin. Like Kersey's Gorilla Slam. Stockton's Behind-Your-Back Pass. And Owen's Alley-Oop Jam. It's the NBA's biggest guns. And all their shots.

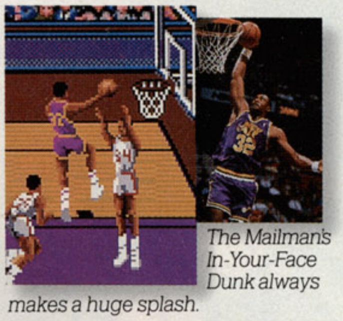
You can even create your own dream team. Pick any player from the starting five of any playoff or All-Star squad. Then create a nightmare for the rest of the league.

Plus there's much tougher "D." Smother the ball with a full-court or half-court press. Of course, the tougher your "D," the more you'll tire and commit fouls.

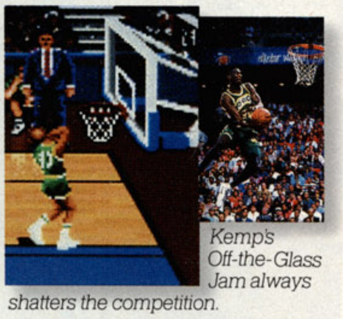
The action starts at Round 1 with all 16 playoff teams. From there, it only gets more intense. Establish your inside game. Hit a few treys. Play the substitution game. If you can stand tallest in the paint, the NBA title is yours.



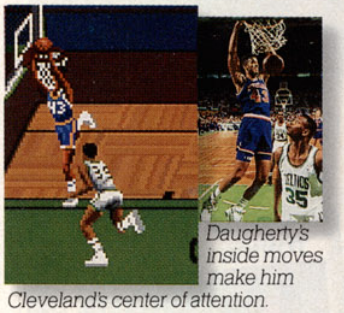
Leave the defense flat-footed with Hardaway's unstoppable UTEP 2-step.



The Mailman's In-Your-Face Dunk always makes a huge splash.



Kemp's Off-the-Glass Jam always shatters the competition.



Daugherty's inside moves make him Cleveland's center of attention.

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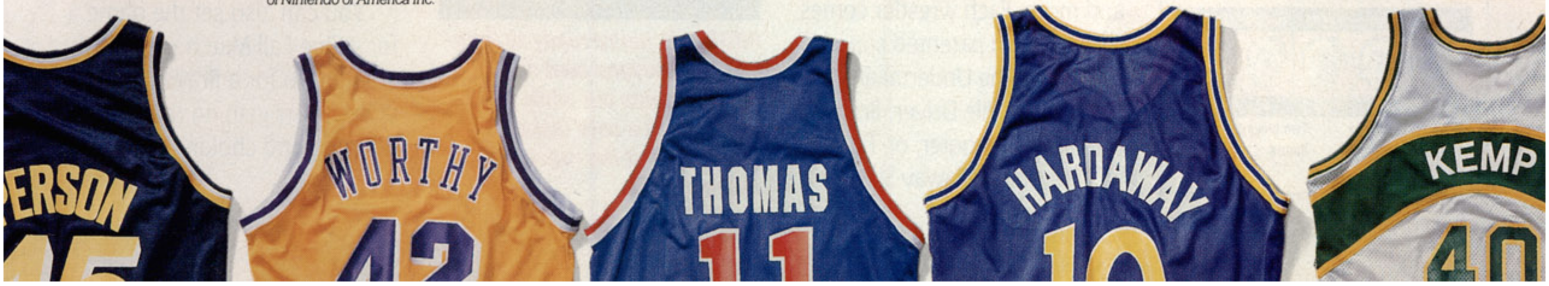
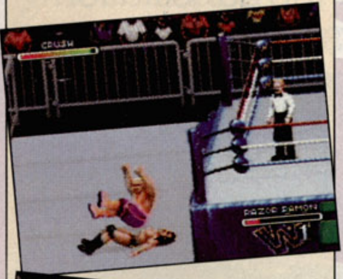
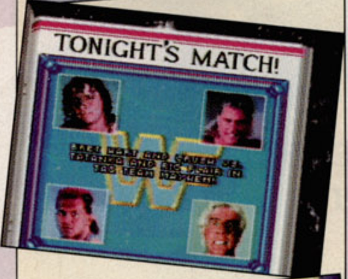

ERSON
WORTHY
THOMAS
HARDAWAY
KEMP

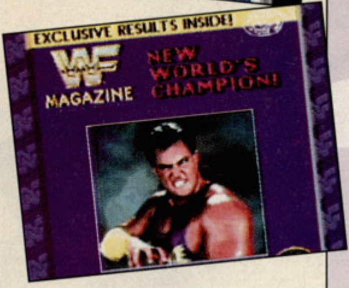
By Scary Larry

The WWF is back in town in an all-out, eye-gouging, back-breaking SNES brawl! If you thought you'd seen it all in wrestling games, you'd better sit down. This WWF cart is gonna pin you to the mat and make you cry "Uncle!"

Does your wrestler have what it takes to go the distance and whip the opposition? Or is he just another lowly bum trying to squeeze a comeback out of nothing? To find out, fight twelve of the WWF's best for your chance to get your name into the record books as the Master of Disaster, the Sultan of Slam, the Prince of Pins!







WWF Royal Rumble by LJN

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.5	ADJ. Adjustable

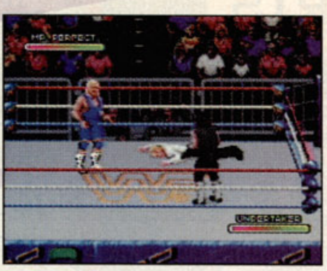
Price not available
16 megs
Available June

Two players
Sports

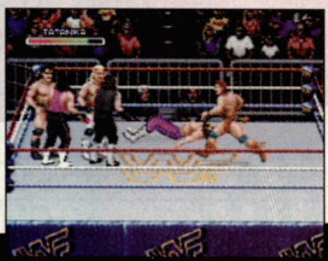
WWF: Royal Rumble is a one- or two-player game that pushes the wrestling envelope. Smooth moves and quick action make this one of the best wrestling games for any system.

No Wrestle for the Wicked

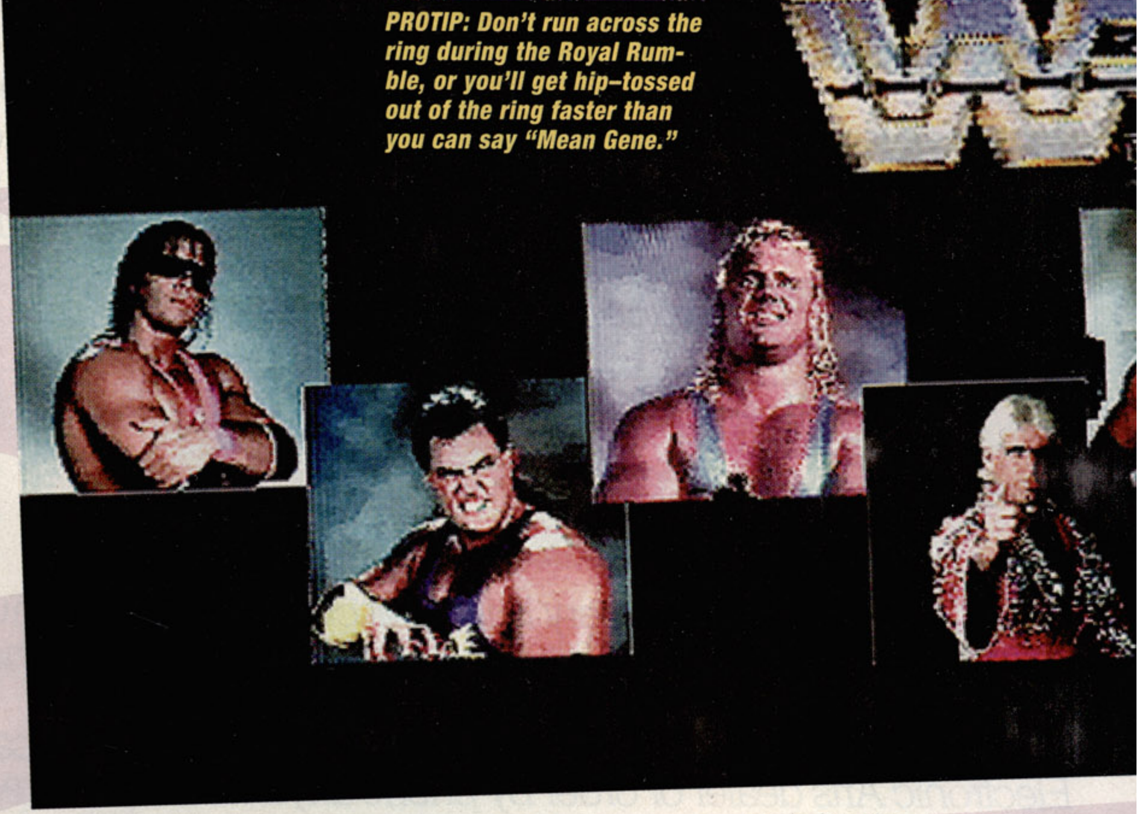
All of your favorite WWF Grapple Gurus are represented here in gorgeous color, and you have an elevated ringside view of the action. You can pick from 12 wrestlers (a first for wrestling carts), including Ric Flair, The Undertaker, Shawn Michaels, Lex Luger, Razor Ramon, Bret Hart, Mr. Perfect, and The Million Dollar Man, and more. Each wrestler comes with his own patented super move, like the Undertaker's Tombstone Pile Driver, Bret Hart's Sharpshooter, or Tatanka's Reverse Fallaway Slam.

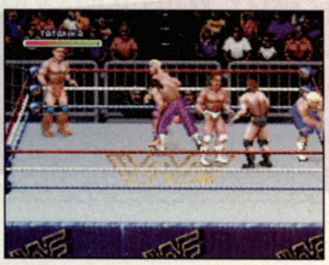


PROTIP: You can charge into a ref and knock him out. While you wait for him to come to his senses, pull some illegal moves, like eye-gouges.



PROTIP: Don't run across the ring during the Royal Rumble, or you'll get hip-tossed out of the ring faster than you can say "Mean Gene."





PROTIP: If you're ready to Rumble, let everyone beat each other's brains out while you watch from a safe distance. Steer clear of the ropes if your energy is low.

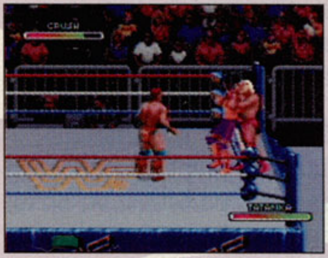
Throw, Throw, Throw the Man Down

WWF has more wrestling options than any cart to date. Play one player against the computer, one player against another player, a two- or three-wrestler tag team against human opponents or the computer, or a two- or three-player tag team cooperative against the computer.

You can also participate in the Royal Rumble, an all-out free-for-all where all 12 wrestlers jump into the action at once. The Rumble's a survival-of-the-fittest competition: The last wrestler left standing wins. You can set the Royal Rumble's difficulty from one to ten, and there's a skill tournament where you literally climb the ropes to the championship belt.

You can also set the game for a One Fall Match with a referee, or go for a Brawl withouta referee, meaning that eye-gouging and choking are allowed. In a One Fall Match, you must pin your opponent to win. In a Brawl, you just beat the heck out of his life bar.

Once you get the controls down, WWF's single-person game play is pretty good. Player-against-player is much harder to fight, since the grappling requires fast thumbs and quick reflexes. If both players possess those qualities, then you're in for a long night.

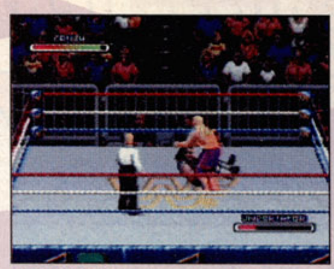


PROTIP: In a two-player cooperative tag-team match, wait for your teammate to back an opponent into your corner. Then, press the Punch button. If you get a choke-hold on your opponent, your teammate can pummel him.

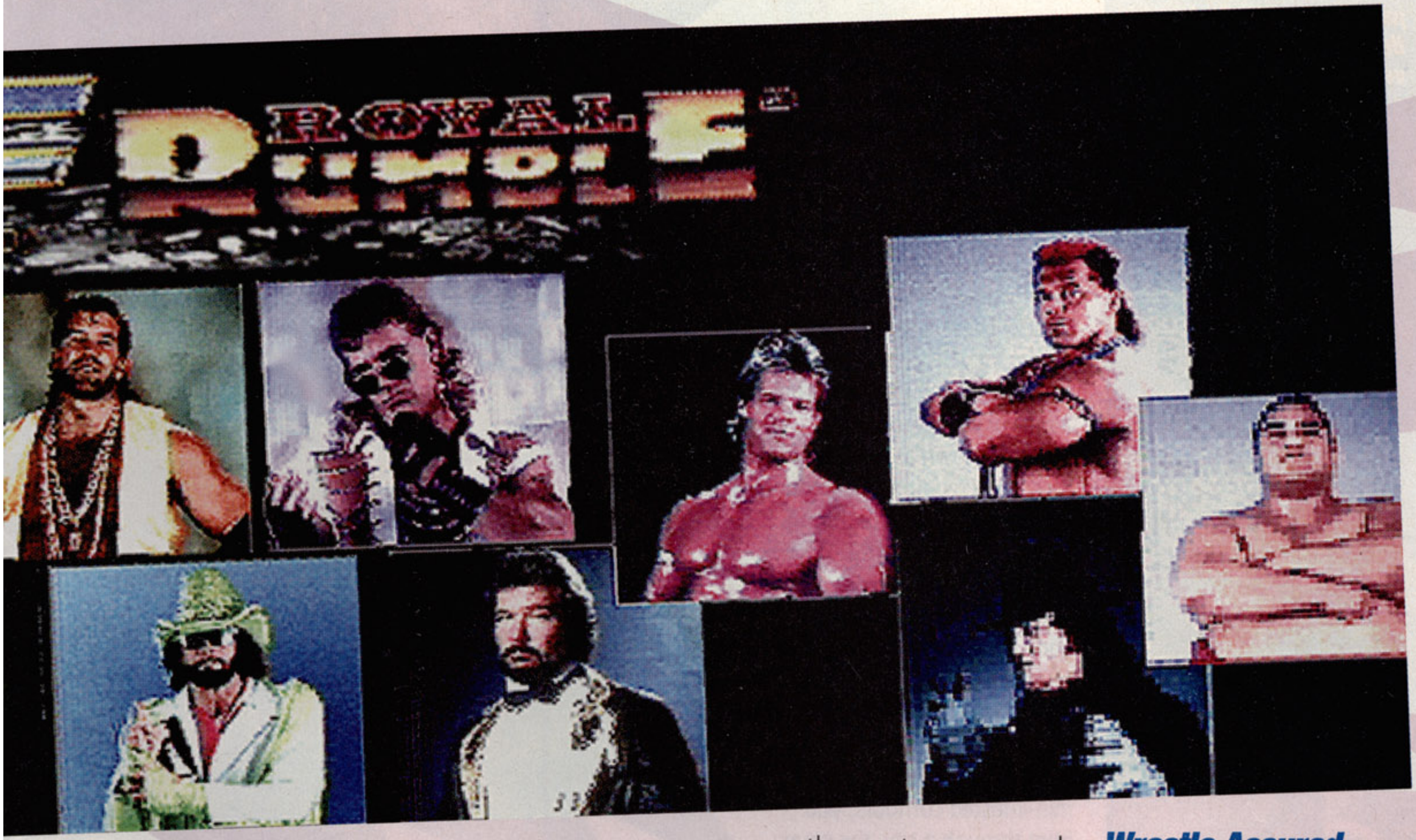
Slam Bam Graphics

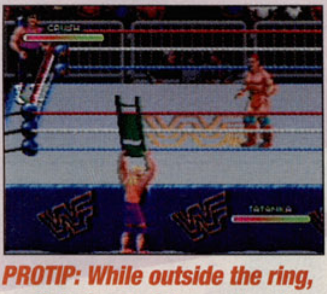
WWF's graphics and sounds are simply outstanding. The digitized wrestler pics at the beginning of the game are crystal clear and photo sharp. Each sprite moves cleanly and executes the wrestling moves with the greatest of ease. Even the audience looks real.

The only music is the opening theme. There are, however, great sound effects, like background sounds that change with each player. You'll also find standard wrestler grunts, groans, and bone cracks.

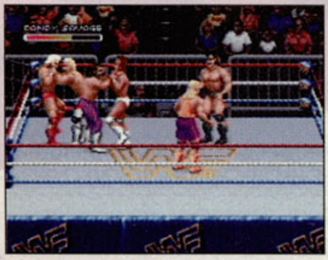


PROTIP: Here's a great maneuver: Hit an opponent until he falls and then foot stomp him to drain his life meter. When he rises, immediately hit him again and repeat the foot stomp. Then, yank him to his feet using Button X and pull your Super Move on him.

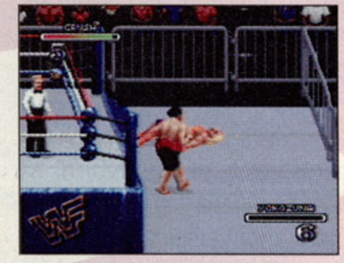




PROTIP: While outside the ring, walk in front of the mat until you see a chair. Press Y to pick up the chair, then any other button to slam it into your opponent.



PROTIP: At the beginning of the Royal Rumble, choke-hold all of your opponents to weaken them, then slam them into submission. Once they're weak, you can toss them out of the ring.



PROTIP: Be careful when you're trying to get back inside the ring. If you enter at the top of the screen, you'll bump your head and lower your life meter.

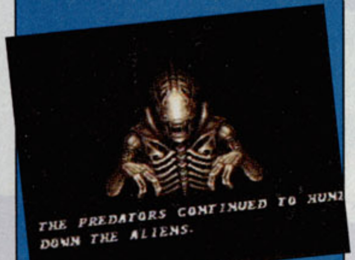
Wrestle Assured

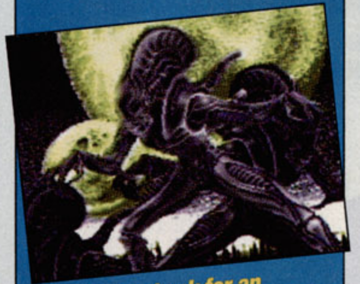
Even if you're not a wrestling fan, there's a lot to like about WWF Royal Rumble. Hot and sweaty graphics and sounds, solid game play, and a variety of play options make this the best wrestling game to date. WWF fans and armchair wrestlers alike will want to pin this one to the mat. G

By Scary Larry

In the year 2493, the colonists of New Shanghai found the Aliens...and they weren't very neighborly! In this side-scrolling fighting game, the colonists sent out an emergency distress signal, which was intercepted by an extraterrestrial group of hunters – the Predators.

As a Predator, you've just found the perfect prey in this one-player, monster-versus-monster beat-em-up.


THE PREDATORS CONTINUED TO HUNT DOWN THE ALIENS.



Watch your back for an Alien Attack.

Aliens vs. Predator by Activision

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.5	INT. Intermediate

$64.95
8 megs
Available June

Action
One player

Activision's Aliens vs. Predator is a monster-mashing beat-em-up, where you play the Predator. Unlike Ripley, you can't just rely on guns to fight the acid-blood terrors. Instead, you must also use your preying strength to make 'em scream. Don't worry! Although the Alien hordes are plentiful, you're more than a match for 'em.

Night of the Hunter

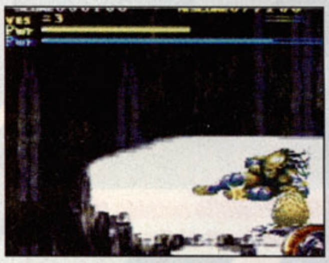
On planetoid LV-426, the six-man crew of a spaceship unearthed the eggs of a terrible parasitic creature – the Alien! Soon the crew was missing and the cargo was lost. Now a group of colonists on New Shanghai are under Alien attack. They've sent out an emergency distress signal, which has been intercepted by a race of extraterrestrial hunters known as the Predators. The Predators live to hunt, and now they believe they've found the perfect prey...

Aliens vs. Predator is a one-player, side-scrolling, punch-and-kick fiesta, where you must hunt down and destroy Aliens to gain honor among your fellow Predators. Traveling through 10 levels of vermin-infested corridors, you hunt through a city, the countryside, the Spaceport, the Space Transport, and finally an Alien world in your final showdown against the Alien Mother.

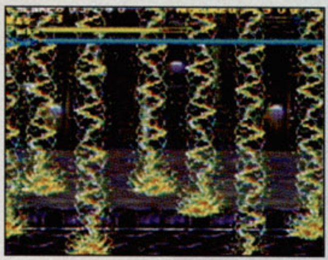
Your hunting skills had better be as sharp as your opponents' teeth, because you'll face Alien Drones, Warriors, Eggs (complete with Facehuggers), Chestbursters, Guardians, and the Alien Queen. Some Aliens use acid as a defensive weapon, some will skitter across the floor to attack you, and others resort to their molars to mollify you.

Predator Power

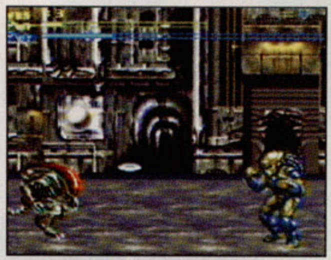
Take heart (or the Aliens will), because you have some pretty mean weapons yourself. You're equipped with a shoulder-mounted Laser Cannon, which can fire Light, Medium, or screen-clearing Heavy Laser bolts depending on how long you hold down the Fire button. You can also pick up a Disc weapon, which shoots deadly discs into your foes, or a Predator's Spear, which takes out whole lines of Aliens.



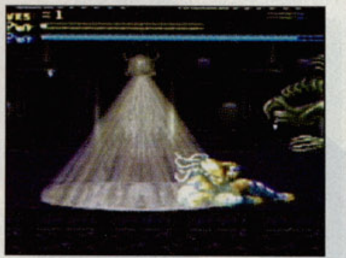
PROTIP: Slide the minute you see the eggs, or they'll hatch.



PROTIP: Using your Heavy Laser will drain your health, so be careful.



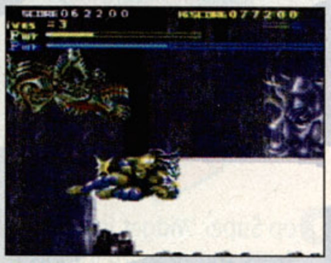
PROTIP: When you pick up a weapon, throw it right away. When you hit an Alien, throw it again immediately to hit 'em once more offscreen.



PROTIP: Against the Alien sewer guardian, use Heavy Laser Fire when its feet are touching the ground, or you won't even dent its skin. When you've worn down its energy, slide kick it until it's annihilated.

You also have some basic fighting moves, like an elbow punch maneuver and a spinning kick. Your throw move and a sliding kick are useful in tight situations, too.

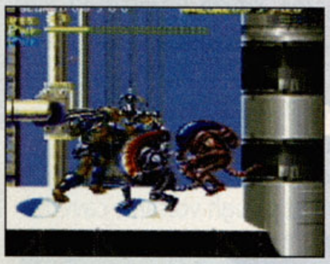
To satisfy your extraterrestrial hunger and to help you defeat your foes, you can pick up Rhynth meat (restores some power and extends your life gauge) and Ptera meat (replenishes you). You can also find an invisibility shield and an energy-restoring Blue Bottle.



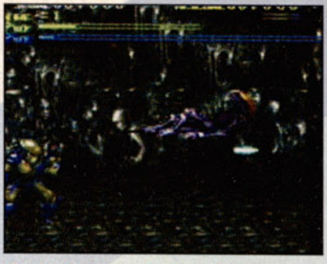
PROTIP: Trap Aliens in corners and repeatedly slide to get rid of them. Watch your back.

Cinema Fantastique

Aliens vs. Predator looks great. The detailed backgrounds are eerie, and they have a definite "otherworldly" feel to them. Although the Predator and the Aliens are also well-drawn, the confined depth of animation sometimes misleads you into thinking you have an Alien in your Laser Sights, when in reality the Alien is a little to the right or left of your Sight.



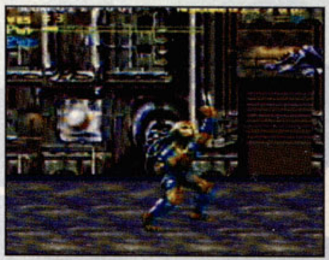
PROTIP: When you're on the platform in the Spaceport stage, blast enemies off the center platform and grab whatever goodies are left in their wake. If you stand in the middle, the platform goes up and you can't collect what's on the ground.



PROTIP: To get rid of those pesky Aliens, stand in one spot and use Light-to-Medium Laser fire over and over again. Be sure to recharge your Shoulder Cannon when the Alien is down.

The well-drawn cinematic sequences between action scenes are a real help. These scenes let you know what's going on, and what's coming up. Kudos to the artist for those gorgeous illustrations.

They say that no one can hear you scream in space, which is a good thing, since the music in this cart may drive you to that point. The sound effects are okay, though, with each punch registering a successful outcry.



PROTIP: Toss all the Aliens to one side of the screen and work from there.

Fanged Fun

The sheer numbers of Aliens this cart throws at you makes it hard to qualify it as an intermediate game, but Aliens vs. Predator may seem pretty linear to most experienced gamers. The one-dimensional game play is pretty simple. Basically, it's Final Fight in costume. However, fans of the movies and the comic book series may find enough here to quench their thirst. If you suffer from a bad case of xenophobia (look it up, Junior), this game's got the cure for what's Alien you. G

SUPER NES PROREVIEW

SUPER WIDGET

By Ms. Demeanor

Now appearing on your SNES, straight from his hit cartoon show, the purple, shape-changing powerhouse with the puny neck – Widget! Power up your cartoon pal to punch through more than 11 unique levels of action and adventure.

Original Widget

The Super Widgets

Strong Widgets

Fast Widgets

Marine Widgets

Flying Widgets

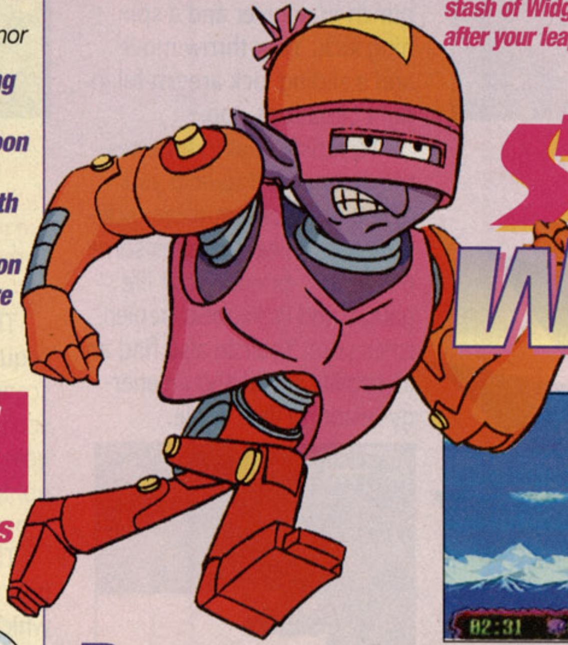
Knight Widgets

Super Widget by Atlus

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	5.0	4.5	ADV. Advanced

$59.95
8 Megs

Available May
One player

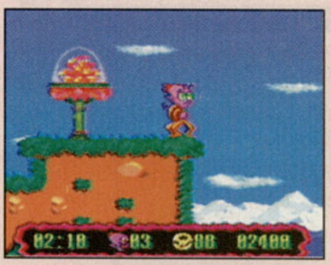


Pop Super Widget into your SNES and prepare for lotsa laughs. This action/adventure cart's unusual scenes and funny animation will keep a smile on your face.

You begin as Widget the Apprentice World Watcher. Your goal is to earn enough experience points to graduate to full World Watcher status. To earn your points, you take on various missions, where you rescue friends and planets in danger and battle many bogus bosses.

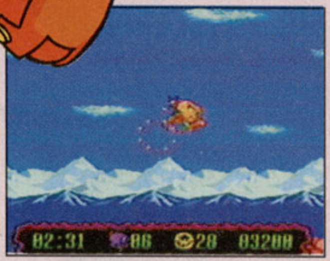
The Spice of Life

Variety is the name of Widget's game. You're assigned 11 missions on bizarre worlds, like The Planet of Seven Colors, Agua , and Wonderland. You travel over land and sea, under water, across the moon, and through volcanic caverns.



PROTIP: In area 1 of Vegiland, you'll reach a cliff with nowhere to go. Shoot once to destroy the flying machine, then take a leap of faith to continue.

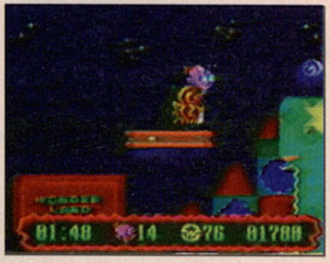
PROTIP: To find a blue globe and a stash of Widget coins, run left after your leap of faith in Vegiland.



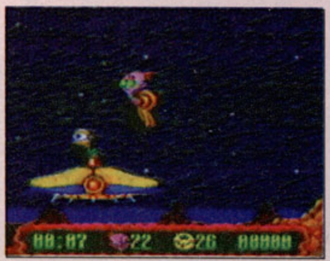
PROTIP: Grab the "I" power-up to get a few moments as an invincible Widget. Fly up and left to find hidden stashes of Widget Coins.

You'll find even more spicy variety in the game's layout. Some of the levels are side-scrolling, while others are multi-scrolling. Some levels have several areas, while others are just one large map. Bonus levels are also scattered throughout the game. Plus, when you complete all 11 levels and become a full World Watcher, you're treated to six more challenges featuring your boss buddies from planets past.

The two-button controls smoothly accomplish Widget's simple jump-and-fire moves. No fancy combos, no big guns, just Widget and his wonderful aliases. Power-ups along the way give Widget 11 cool personalities, each with its own skills to help him successfully complete his assigned missions.



PROTIP: To find a blue globe and a secret room in Wonderland, run all the way to the right, then go up.



PROTIP: Defeat the Moon's flying saucer creature with the Fast Widget's Jump Attack.

Super Widget keeps beginners moving through the early levels with just enough frustration to make it interesting. You only get three continues, but enough life-buying Widget Coins are scattered throughout to keep you in the game. However, the levels do get harder. There are enough challenging levels, areas, bosses, and bonus rooms to keep even advanced gamers satisfied for a long while. Unfortunately, Widget doesn't have a life bar, so you'll die often and die suddenly.

SCUBA-Do!

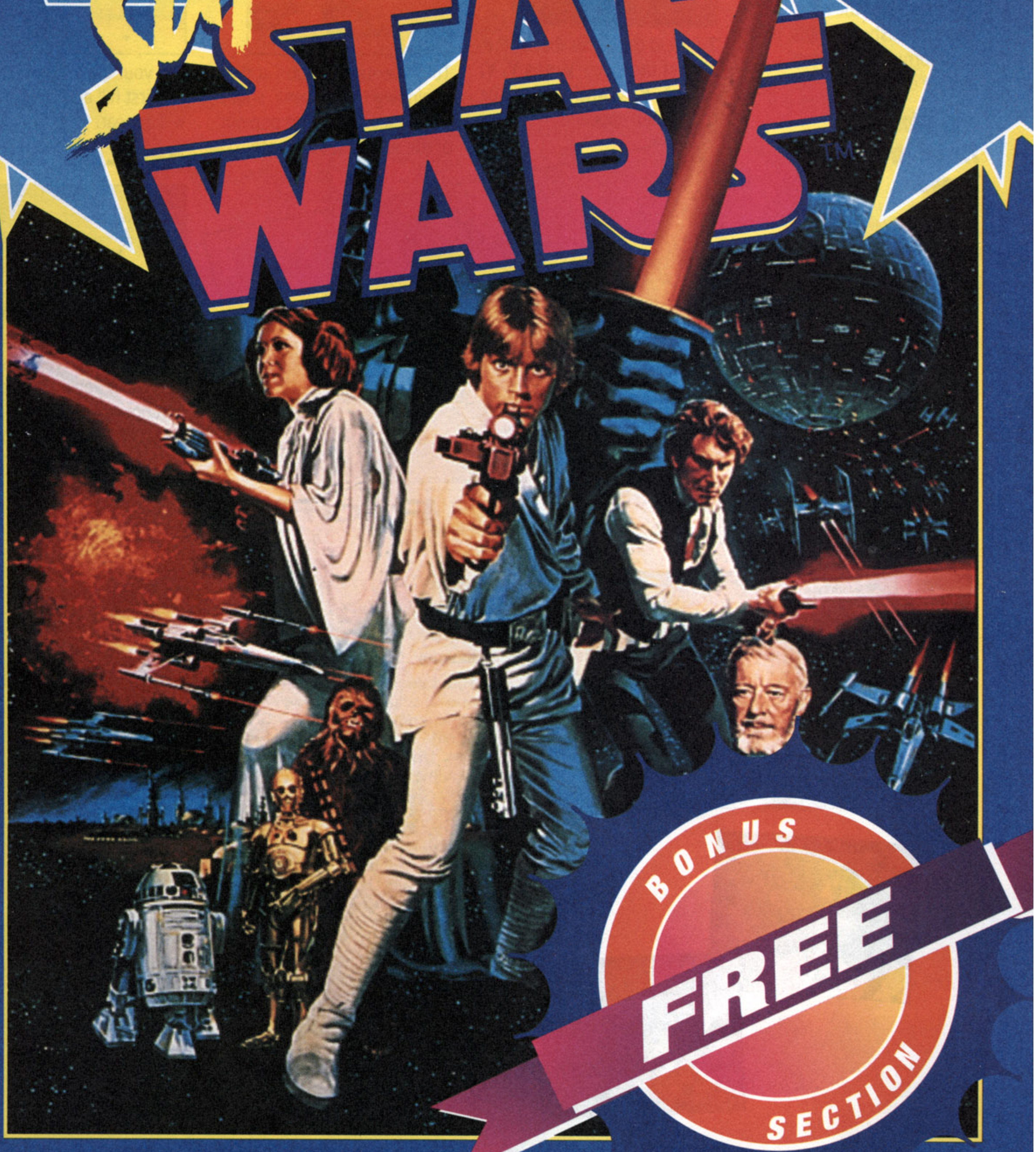
In this game, you're rewarded for watching closely. Cool graphic details – from Mega-Widget's little SCUBA mask to Spider Widget's grumpy expression – make this game a blast. Funny animations, colorful images, smoothly scrolling backgrounds, and unique scenery pop this cart to the top of the action/adventure heap. Watch out, 'cuz Widget really wails! G

GAMEPRO

STRATEGY GUIDES

PRESENTS

SUPER STAR WARS™



BONUS FREE SECTION

LUKE

THE DUNE SEA

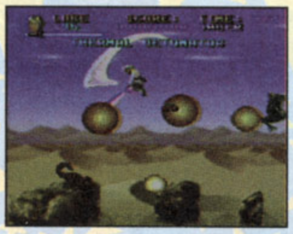
Getting through Super Star Wars for the SNES is as tough as making it through the Death Star Trench filled with TIE Fighters!! This ProStrategy guide will ensure that the Force is with you in each level of this Rebel game. Along the way, check out the never-before-published photos, plus key information on your favorite characters.

You Won't Get Through Without These.

Extra Continues

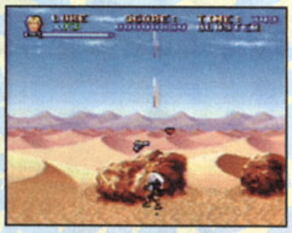
For seven extra continues, **press A, B,Y, X, B, B, X, X, Y** at the title screen.

Start with the LightSaber



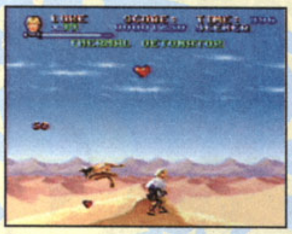
To wield the Lightsaber at the start of the game, **press Y, Y, X, X, A, B, X, and A** when the title screen appears.

Gun Power-Up



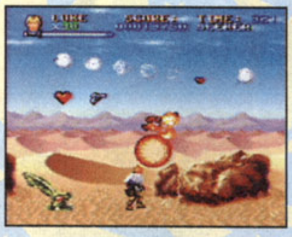
To power-up your gun at the beginning of the game, shoot the 10 scorpions that pop out of the first rock you reach.

Extra Life



Fire your gun into the air at the first hill and a big heart will appear.

Power-Ups



Shoot all the WompRats (64 total), and you'll get another gun power-up and two big hearts. Collect hearts to keep Luke's life force pumping.

Luke Skywalker

ProFile

Height: 1.72 m

Sex: Male

Age: Over 20

Charges (Imperial File #634191.58f):

High treason, espionage, conspiracy, breaking into a top-secret Imperial facility, liberating a known criminal, breaking out of a top-secret Imperial facility, and destruction of Imperial property.

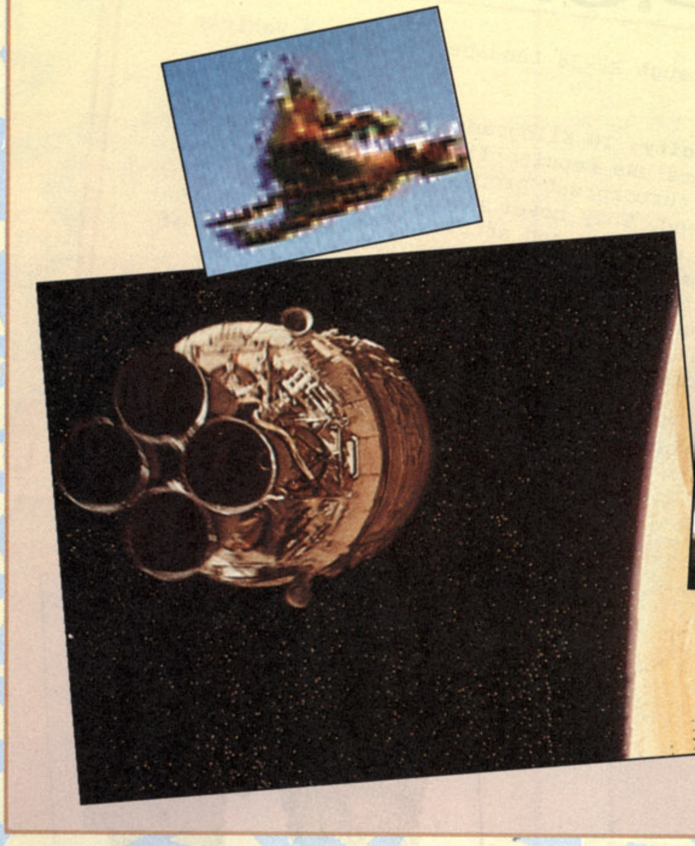
Luke is the hero of the Battle of Yavin, a Rebel Commander, and a trained Jedi Knight. During his short time as a Rebel, Luke has become a hero to the men and women of the Alliance. He is the Good in the balance between Good and Evil.

Luke was an orphan, raised by Beru and Owen Lare. His real parents are unknown. Many believe that he may be related to the famous Jedi warrior, Anakin Skywalker, who's now deceased. Obi Wan Kenobi has supported this assumption, but historical records do not confirm the lineage.

Sources indicate that Luke is a member of a Rebel cell on Tatooine, under the command of Jedi fugitive Obi Wan Kenobi. This, too, is unconfirmed. He has been seen using a Lightsaber.

Mynocks

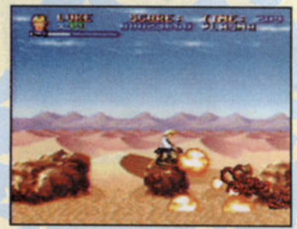
ProFile



Mynocks, with their black leathery surfaces, are manta-like, silicon-based life forms that reproduce by fission. Known as "rats in space," they can be up to 1.6 meters long and are nourished by stellar radiation. The Mynocks attack in large numbers when cornered and when their territory is violated. They attach themselves to asteroids and spaceships whenever they can.

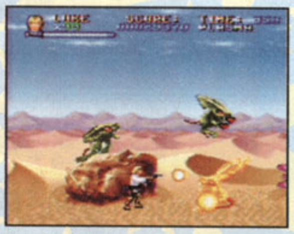
ENEMIES

Don't Get Stung



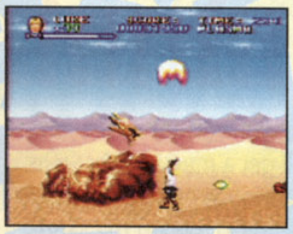
To beat the scorpions, either duck and fire or jump on a rock and shoot diagonally downward.

I Smell a WompRat



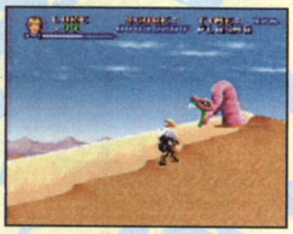
Stay close to the big rock and duck in front of it to beat these rodents. The WompRats will try to jump on you, but they'll land on the rock instead, where they're easy to pick off.

It's Mynock Season



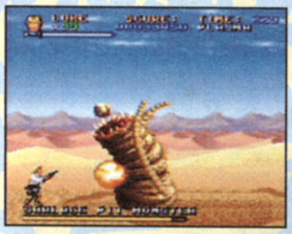
Mynocks are afraid to fly close to the ground, so they won't attack you if you duck. Shoot straight up to beat them.

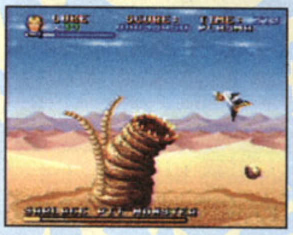
Worm Your Way In



When creeping along in the desert, slowly approach the sand circles of the Big Worm. Once the slimy beast pops out of the circle, keep firing and he won't be able to worm his way out of destruction.

It's the Pits





You'll have to work hard to beat the Sarlacc Pit Monster. Watch for his tentacles as they slither up from the pit. Keep out of reach and shoot at him. When he retreats into his pit, jump to the middle of the screen so you'll be ready to jump aside when he resurfaces. Or, wait for his tentacles to emerge, Super Jump over them, and shoot the monster in the back.

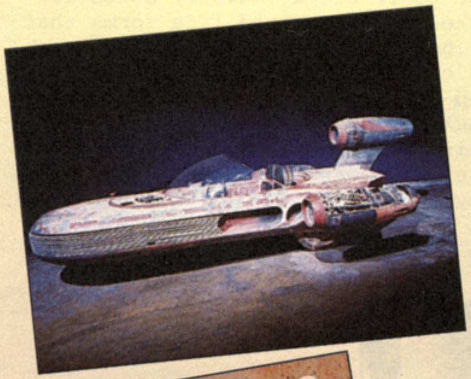
TATOOINE I

ProFile

Landspeeder

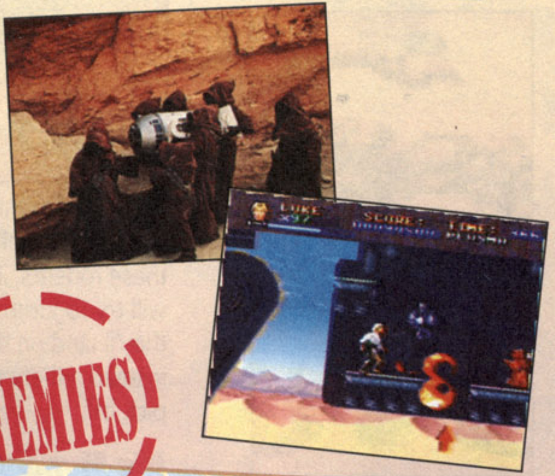
Craft: Sorosuub XP-38 Landspeeder Ground Vehicle
Crew: 1
Passenger: 1
Cargo Capacity: 10 Kilograms

Landspeeders use repulsorlift propulsion. Many also have turbothrust propulsion engines for additional speed. They hover approximately one meter above the surface, and attain speeds of up to 250 kilometers per hour. Newer modules are capable of even greater speeds. Landspeeders are the most common form of personal planetary transportation. The Rebel Alliance equips them with blaster cannons to create patrol or light-attach vehicles.



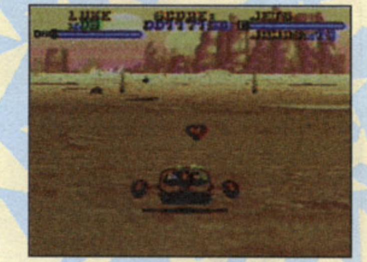
OVER HERE! HEY! HEY!
HELP! PLEASE! HELP!

The Jawas



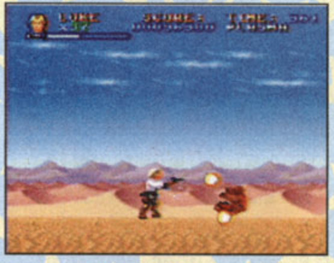
ENEMIES

Power-Up



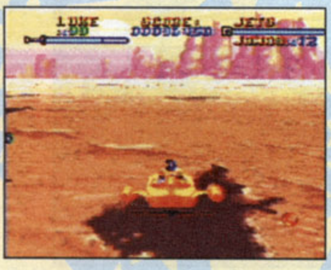
To keep your health bar full, pick up the hearts that the blasted Jawas leave behind.

Jawa Attack



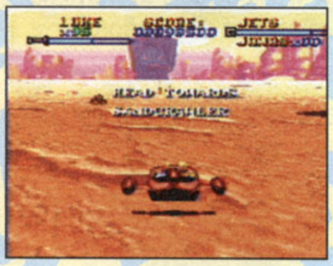
To beat the Jawas, stay still until they appear on the horizon, then shoot them while moving from side to side. If a Jawa gets too close, move backward and continue to shoot.

Acid Puddles



Caustic acid pools will damage your Landspeeder when you hover over them, so watch where you drive.

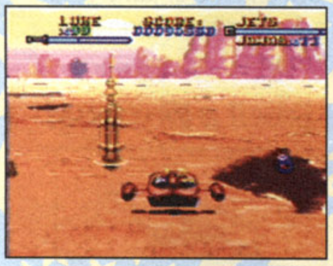
Sand Crawlin'



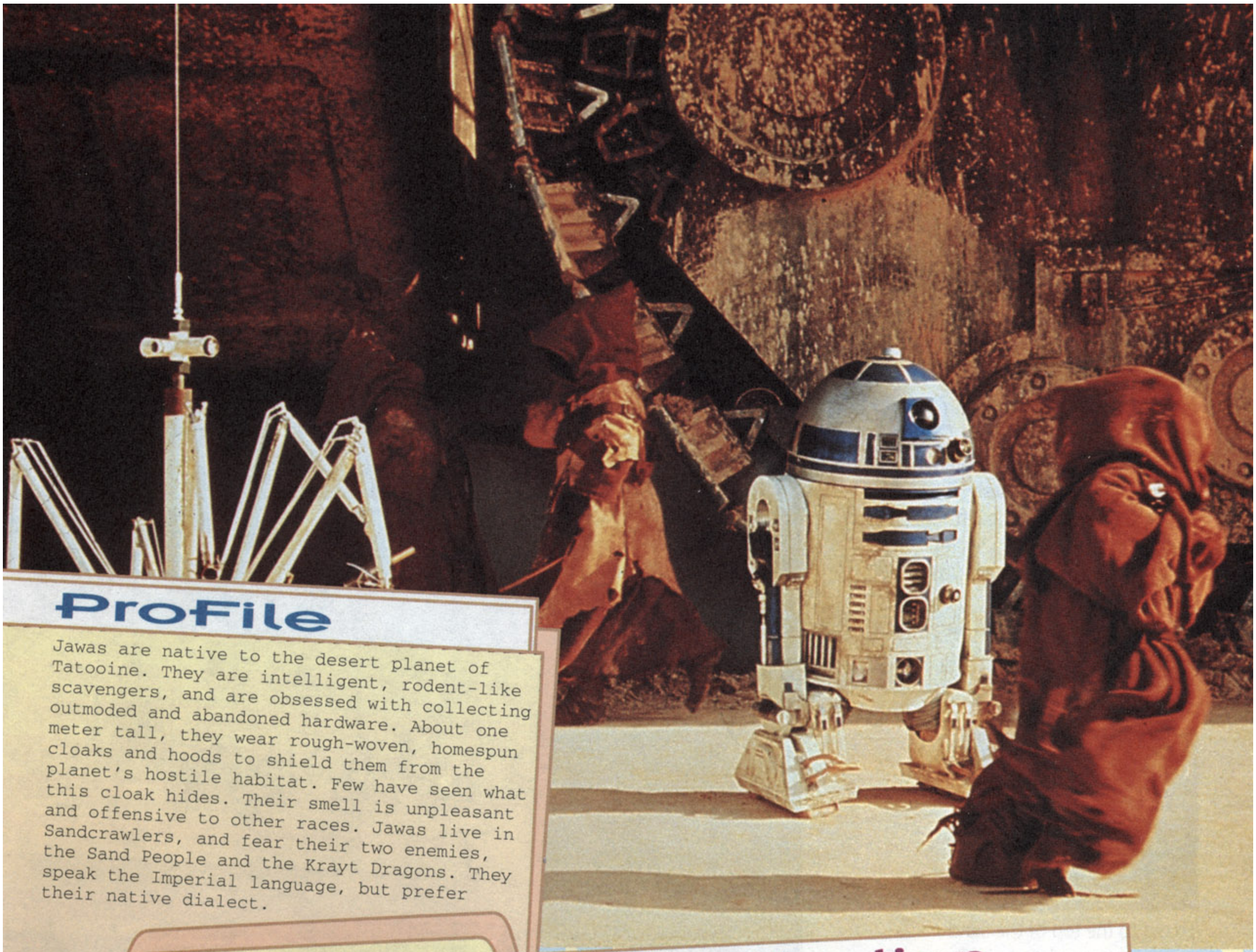
HEAD TOWARDS
SANDCRAWLER

When you've shot all the Jawas, you'll get a message that tells you to move on to the Sandcrawler. Go toward the Sandcrawler, by pushing down on the control pad. Your Landspeeder will stay high in the air and avoid hitting any obstacles. Plus, the Jawas' bombs won't be able to reach you.

Fuel Power-Up



If you're low on jet fuel, shoot the evaporators. They reveal power-ups that you can gather to supplement your fuel stash.



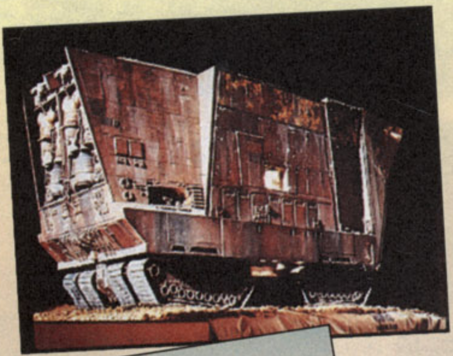
ProFile

Jawas are native to the desert planet of Tatooine. They are intelligent, rodent-like scavengers, and are obsessed with collecting outmoded and abandoned hardware. About one meter tall, they wear rough-woven, homespun cloaks and hoods to shield them from the planet's hostile habitat. Few have seen what this cloak hides. Their smell is unpleasant and offensive to other races. Jawas live in Sandcrawlers, and fear their two enemies, the Sand People and the Krayt Dragons. They speak the Imperial language, but prefer their native dialect.

Sandcrawler

Destination

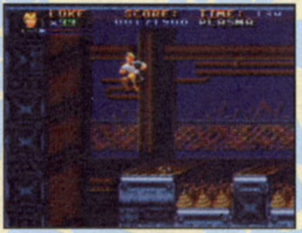
ProFile: This monsterous Sandcrawler is the home of up to 300 Jawas. It is the size of a four-story house. In keeping with the Jawa image, the Sandcrawler was designed tall and awkward, lacking beauty, grace, or speed. There is plenty of room for captives in the Sandcrawlers four-foot high prison.



LUKE
×08
SCORE:
00001300
JETS
JAWAS×02
Sandcrawler

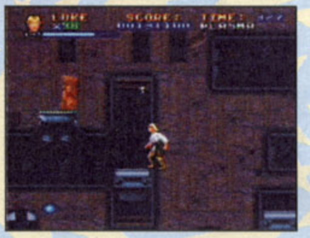
INSIDE THE SANDCRAWLER

Secret Room

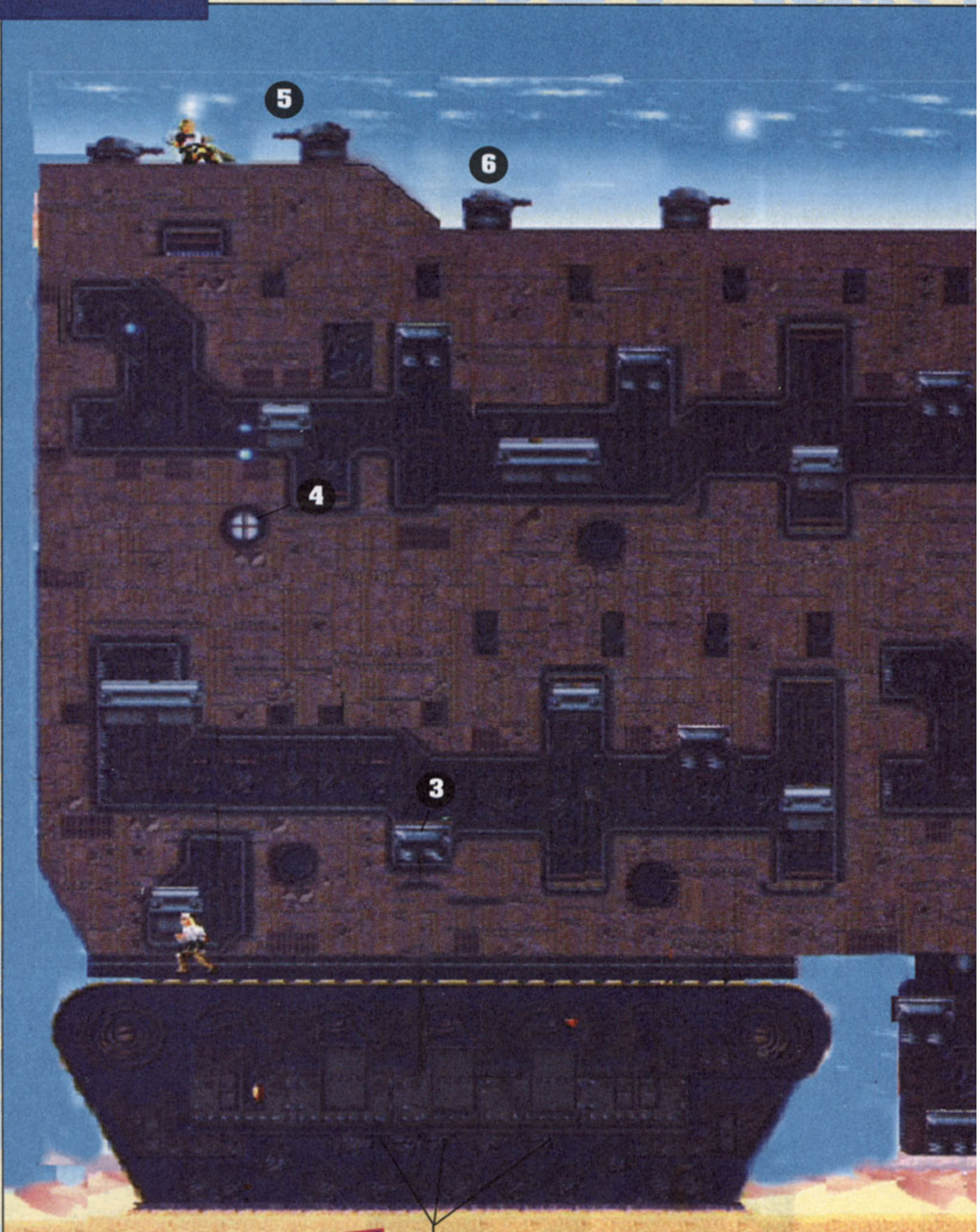


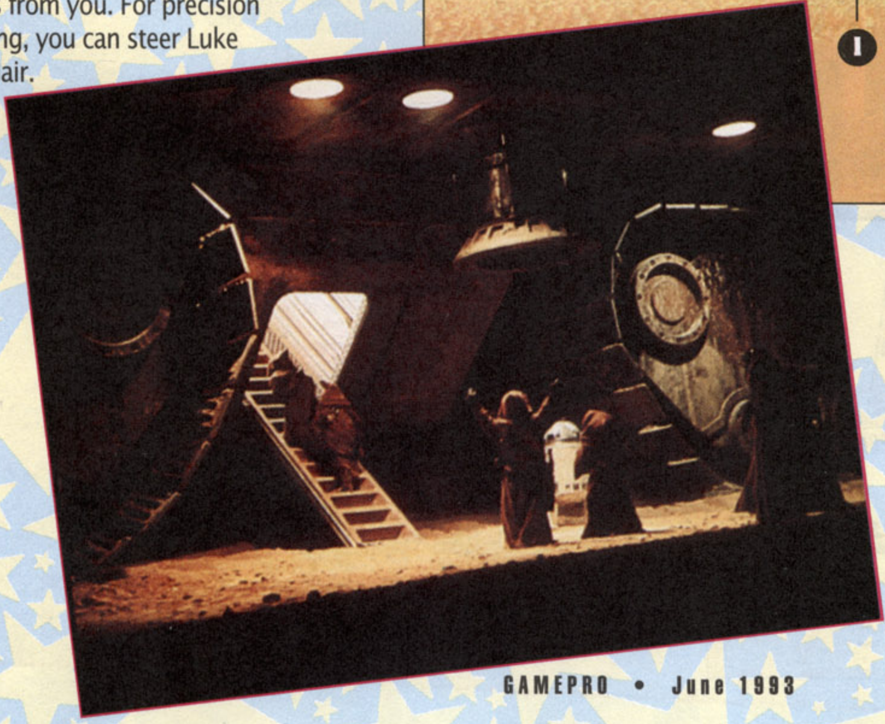
While inside the Sandcrawler, don't drop down after you reach the last ceiling-mounted hanging gun. Immediately Super Jump through the left wall, where you'll find a secret room with two gun power-ups and two big hearts. Also, fire your gun in the air to find an extra life.

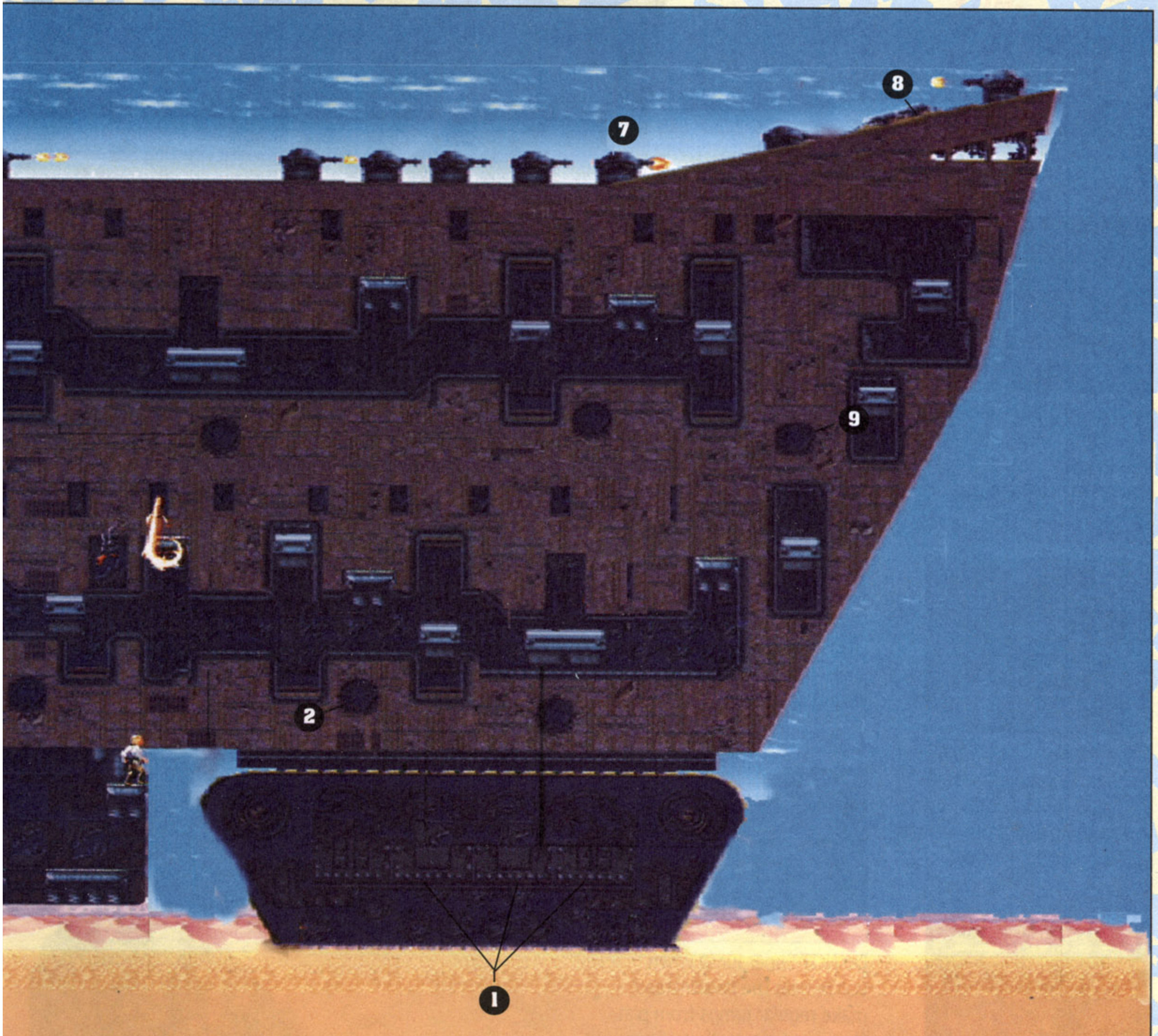
Jumpy?



To get to the top of the Sandcrawler, know when to jump and when to Super Jump. Study the Sandcrawler map to avoid pitfalls. To reach platforms above you, use your Super Jump. Use your regular jump to reach platforms across from you. For precision jumping, you can steer Luke in midair.







① Shoot all doors to keep the flying Droids from bothering you. (The vents won't hit you with fire, either.)

② Destroying the first gun on the right tread reveals a big heart.

③ To get a gun power-up, shoot the first Jawa on the platform above the left tread.

④ Watch out for the Scatter shotguns. They should be destroyed immediately on site.

⑤ You don't need to shoot out the guns to get past them. If you slide all the way across the top of the Sandcrawler, you'll slip under the bullets and past the guns safely.

⑥ Above the third gun on top of the Sandcrawler, you'll find a big heart.

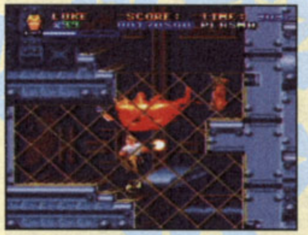
⑦ Some of the guns will repair themselves off-screen.

⑧ Find an extra life and a gun power-up above the hatch that leads to the next stage. Try not to jump near the hatch, or you'll automatically be transported through it. Instead, jump past the hatch and shoot above it. Once you get the goods, jump into the hatch.

⑨ Destroy the gun on the far right to get a big heart.

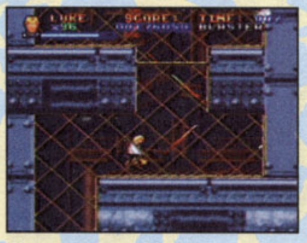
ENEMIES

Vents



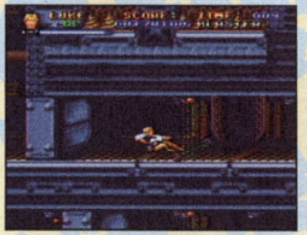
Take out the fire vents and laser guns in the Sandcrawler immediately, or they'll push you off the elevator platform.

Jawas Revisited



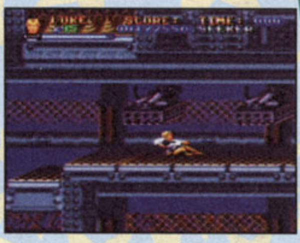
Shoot the Jawas before they get a chance to get on screen. As the Jawas chuck bombs down at you, jump and shoot them as you're going up the shaft.

Force Fields



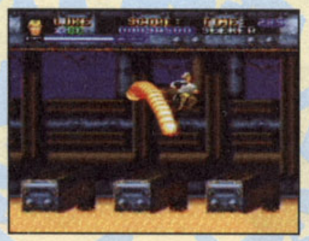
To get past the Force Fields, walk up to them until they activate, then quickly walk away. Next, press down and toward the Force Field, and then press B. Walking away deactivates the field. Slide through before it reactivates.

Hydraulic Presses



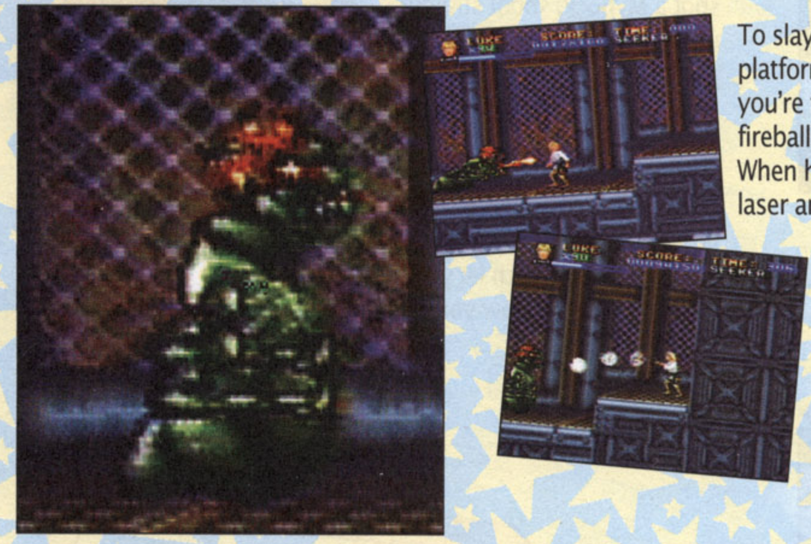
To keep from getting squashed, make Luke squat by pressing Down and Right before each Hydraulic Press. When the Hydraulic Press comes up, press B and then the direction you want to go. Luke will slide under the Hydraulic Press. Be sure to stop pressing B before Luke slides under the next Hydraulic Press.

Lava



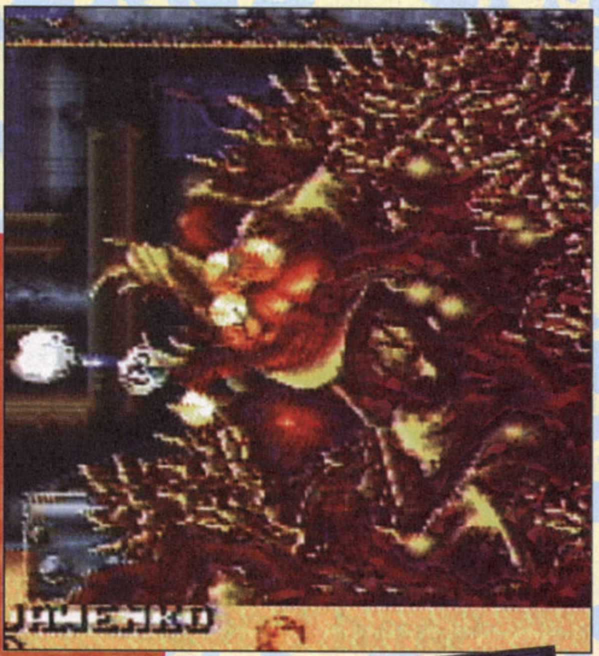
Do NOT Super Jump when you're near the lava! Instead, make regular jumps from platform to platform. If you Super Jump, you'll hit the ceiling, fall into the lava pit, and become a lava lump.

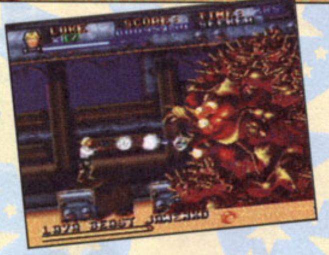
Caterpillar (Mid-Level Boss)



To slay this slug, stand on the platform to your right. While you're there, the Caterpillar's fireballs can't get to you. When he stands up, he'll shoot laser arrows. Jump over them.

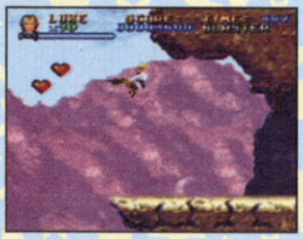
Lava Beast Jawenko (Boss)





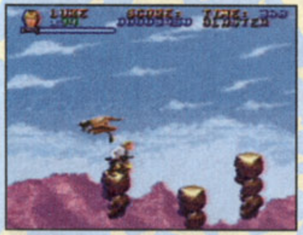
Jump to the second platform and blast the hot Lava Beast. Continue jumping and shooting. Try to avoid the Lava 'Pillars. While jumping, you can reposition Luke so that he falls safely on the platform. When you've destroyed the Lava Beast, remember to jump across to R2-D2. Again, don't use your Super Jump. You can still fall in and die even though you've beaten the Beast. Make sure Jawenko doesn't push you off the platform.

Two Hearts Are Better Than None



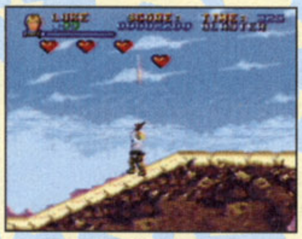
After jumping past the first set of rocks, you can grab two large hearts. Fire your gun into the air just above the last rock to reveal the hearts. To reach them, jump out and land on the last rock. This tip is tricky, so be careful.

Step on a Crack



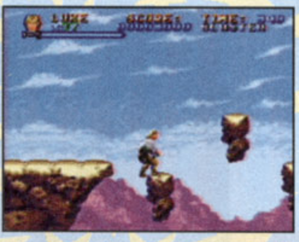
Don't stay too long on cracked rocks – they disintegrate.

Four Hearts



To find four large hearts, shoot into the air at the top of the slope just before the second set of rocks

Mynock Madness

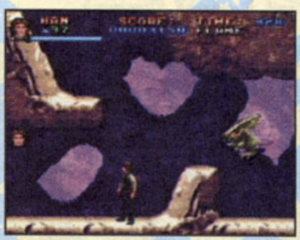


Traverse the second set of rocks the same way you did the first set, but watch out for the pesky Mynocks. They'll push you off your perch. If you're about to jump and you spot a Mynock, shoot straight up at it or duck, then quickly jump to the next rock.

A Maniac Search for Mynocks

To check for Mynocks or to find missing rocks, use the L and R buttons, which let you look above and below you.

Heads in Hand



When you first run into the WompRats and Sand People, you can find an extra life under the overhang. Fire your gun up into the corner to make it appear.

Lightsaber

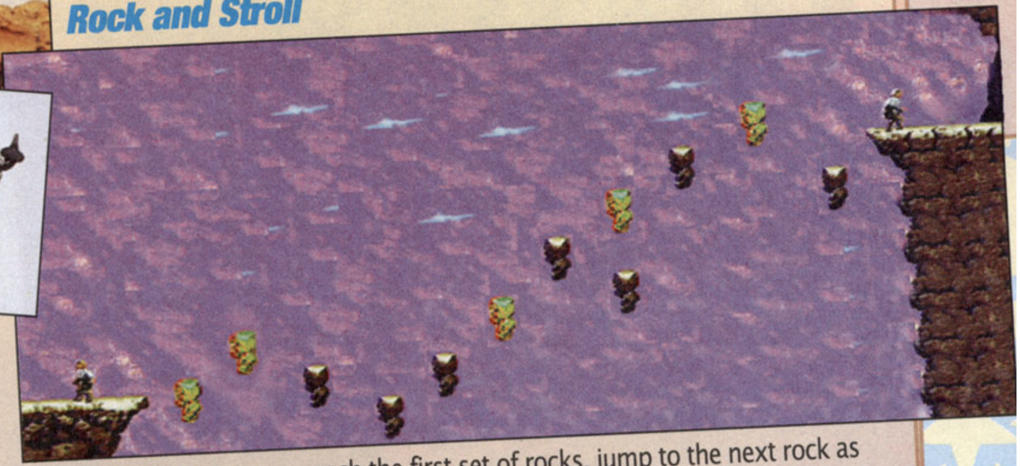
Sand People

Sand People (Tusken Raiders)

ProFile

The Sand People are nomads indigenous to the desert planet Tatooine. They travel in bands of 20 or 30, and defend themselves with gaderffii, or gaffi sticks, which are double-edged axes made of metal scavenged from abandoned and wrecked vehicles. They also carry blaster rifles, but are not skilled marksmen. Averse to human settlers, Jawas, and other creatures, the Tusken Raiders kill many opponents each year. They do, however, avoid the Sand Crawler and the Krayt Dragon.

Rock and Stroll

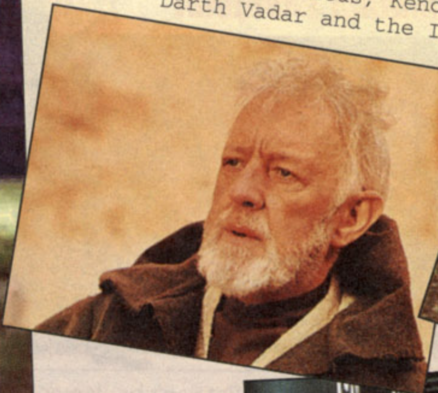


To avoid falling once you reach the first set of rocks, jump to the next rock as soon as it appears on the screen. If you wait too long, you'll be scrolled off-screen and fall a long, long way.

Obi Wan Kenobi

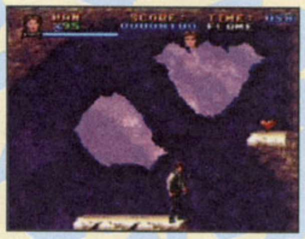
ProFile

Obi Wan Kenobi was a protector of the Old Republic, general in the Clone Wars, fugitive from the Emperor's New Order, and mentor to Luke Skywalker, (a fledgling Jedi Knight). Kenobi fought beside such heroes as Bail Organa of Alderaan and Anakin Skywalker, with whom he became close friends. After an extended hiatus, Kenobi died while fighting Darth Vadar and the Imperial Death Star.



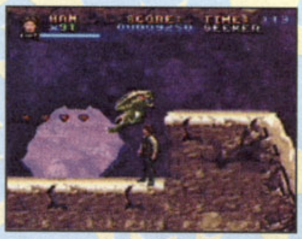
The Lightsaber serves as the personal weapon of Jedi Knights. Each Jedi builds his own Lightsaber. At the heart of each Lightsaber lies a small, efficient power cell. The Lightsaber's blade is pure energy, and is powerful enough to cut through most materials, with the exception of another Lightsaber. The weapon represents the authority, skill, and honor of the Jedi Code, and its power can only be used by a Jedi, who understands the mysterious Force.

It's a Hard Rock



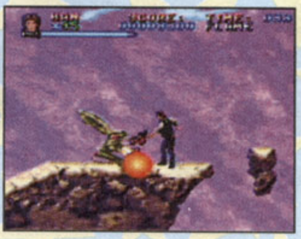
You'll find another invisible extra life above the platform just after the first vertical sliding rock. Stand at the right edge of the platform and fire you gun straight up. When the extra life appears, quickly Super Jump to get it.

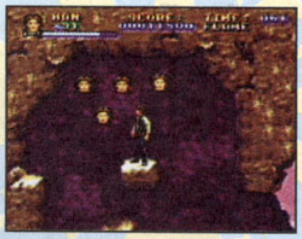
Hearts Abound



After the Sand Snake coughs up a gun power-up, drop down and to the left. Grab the many small hearts quickly, because they don't wait around for you. You can find another invisible extra life by shooting your gun into the air toward the left corner.

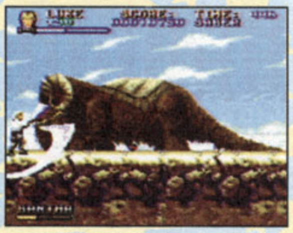
Extra! Extra Lives





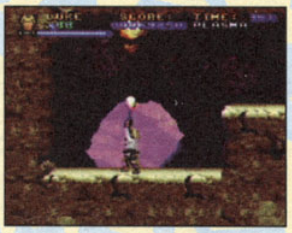
Before jumping onto the first rock, step off this cliff and push the control pad to the left to discover a secret cave that contains seven lives. You'll find the extra lives by shooting your gun everywhere. After collecting the lives, you have to give up your current life and gun, but the game will return you to the top of the cliff, where you can repeat the process until you max out at 99 lives.

Bantha Burgers



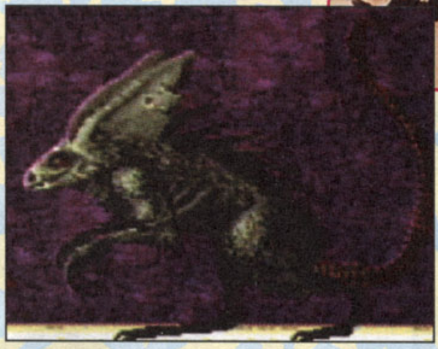
To get past these great beasts, move slowly and start firing. When they get in close, switch to your Lightsaber. Watch your back, because Sand People will come up behind you. To build up life and get special items, wait around and shoot Sand People after you've destroyed a Bantha. If you get a Thermal Detonator or a Shield, get to a Bantha fast to take advantage of the item before it expires.

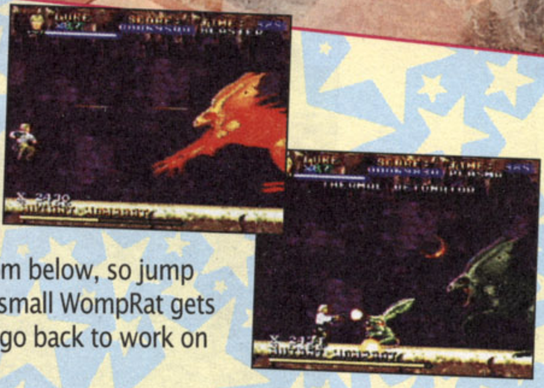
Have a Heart



In the cave to your left just before the Mutant WompRat, shoot your gun up in the air to find a large heart.

Mutant WompRat





The Mutant WompRat can't be damaged from below, so jump and fire at the creature to push it back. If a small WompRat gets close, destroy it and collect its hearts, then go back to work on the big Rat boss.

Bantha ProFile

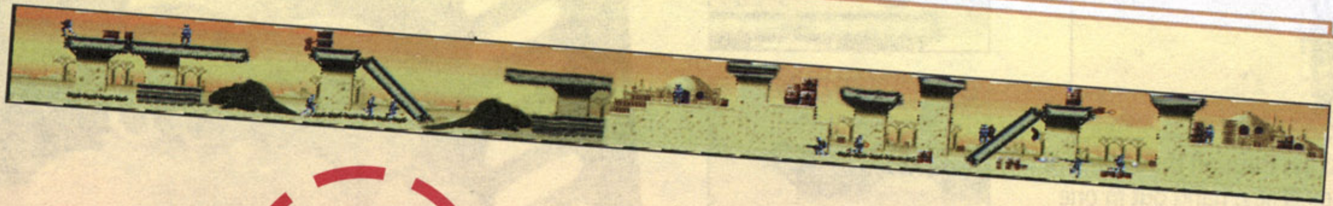
Banthas are large quadrupedal, oxygen-breathing, carbon-based, peaceful herbivores adapted to plain environments. Adult females stand two to three meters high, and adult males are typically larger. Banthas have existed since the prehistoric ages. They are docile and extremely adaptable. Banthas can survive for weeks without food or water. They are frequently used as beasts of burden.

TATOOINE II

This level is the same as Tatooine I. You can cruise on through by using the same strategy.

Mos Eisley

Destination

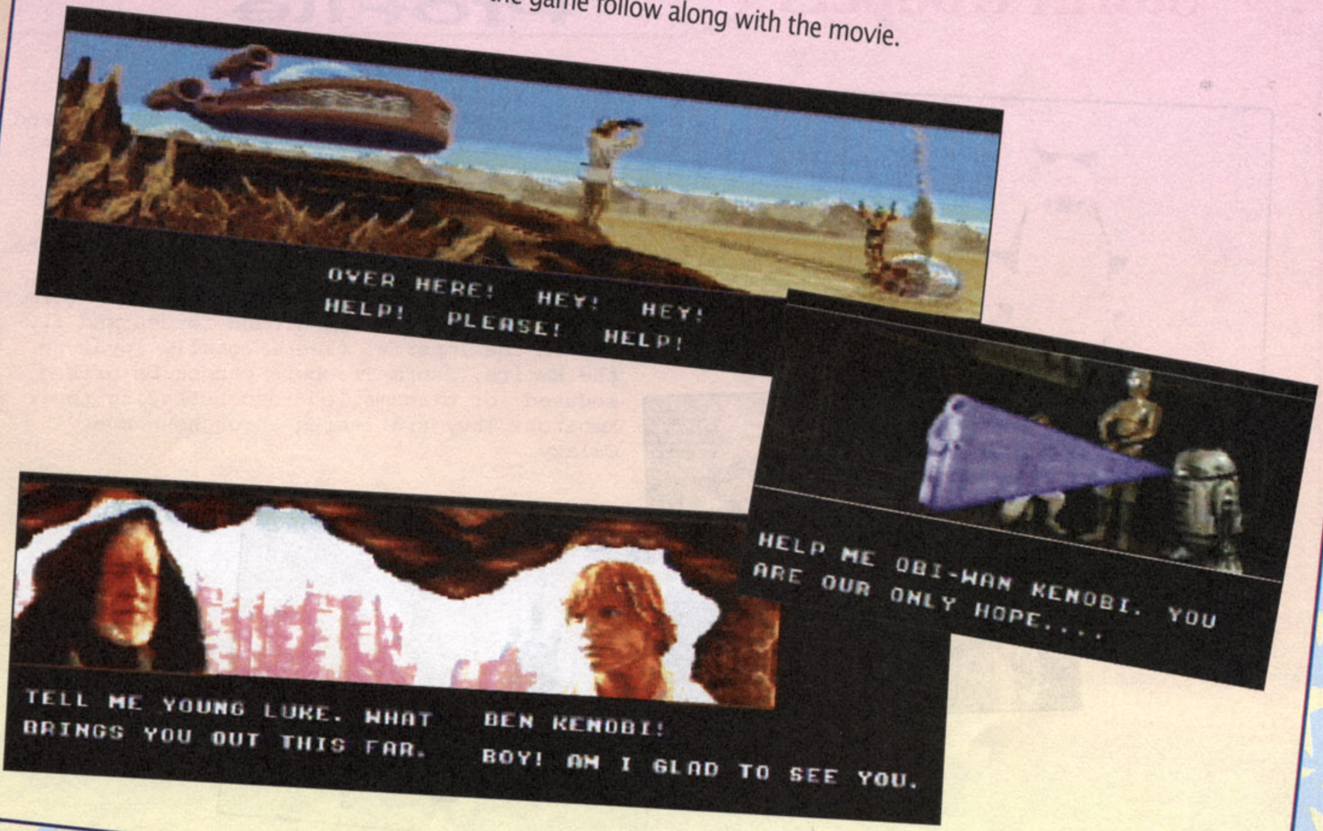


FINAL DESTINATION

Profile: Mos Eisley is a Spaceport in Tatooine, built specifically for commerce and trade. It is now occupied by Imperial Forces. The two oldest buildings (Blockhouses) were designed to provide protection from the twin suns. One of the original Blockhouses, located in the oldest section of Mos Eisley, was converted into Mos Eisley's most popular social club, the Cantina. Han Solo's famous ship Millennium Falcon was berthed at Mos Eisley's Docking Bay 94.

Super Star Wars Theater

These great cinematic sequences from the game follow along with the movie.



OVER HERE! HEY! HEY!
HELP! PLEASE! HELP!

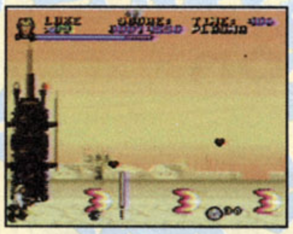
HELP ME OBI-WAN KENOBI. YOU
ARE OUR ONLY HOPE....

TELL ME YOUNG LUKE. WHAT
BRINGS YOU OUT THIS FAR.

BEN KENOBI!
BOY! AM I GLAD TO SEE YOU.

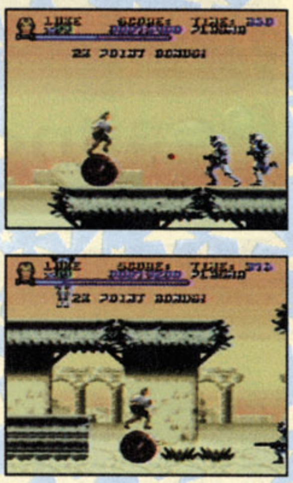
MOS EISLEY

My, What a Big Health Bar You Have....



To get through the streets of Mos Eisley, hang out in one area and shoot Storm Troopers to max your life bar.

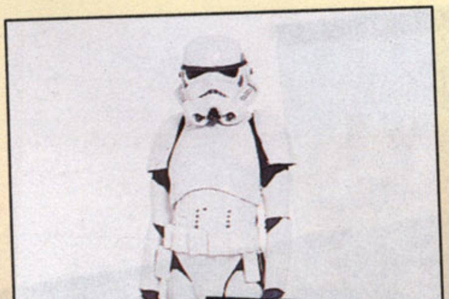
Rock 'N' Roll



Don't destroy every rolling barrel you see, because you may need 'em to jump up to a platform or to carry you across thorny patches.

Storm Troopers

ProFile

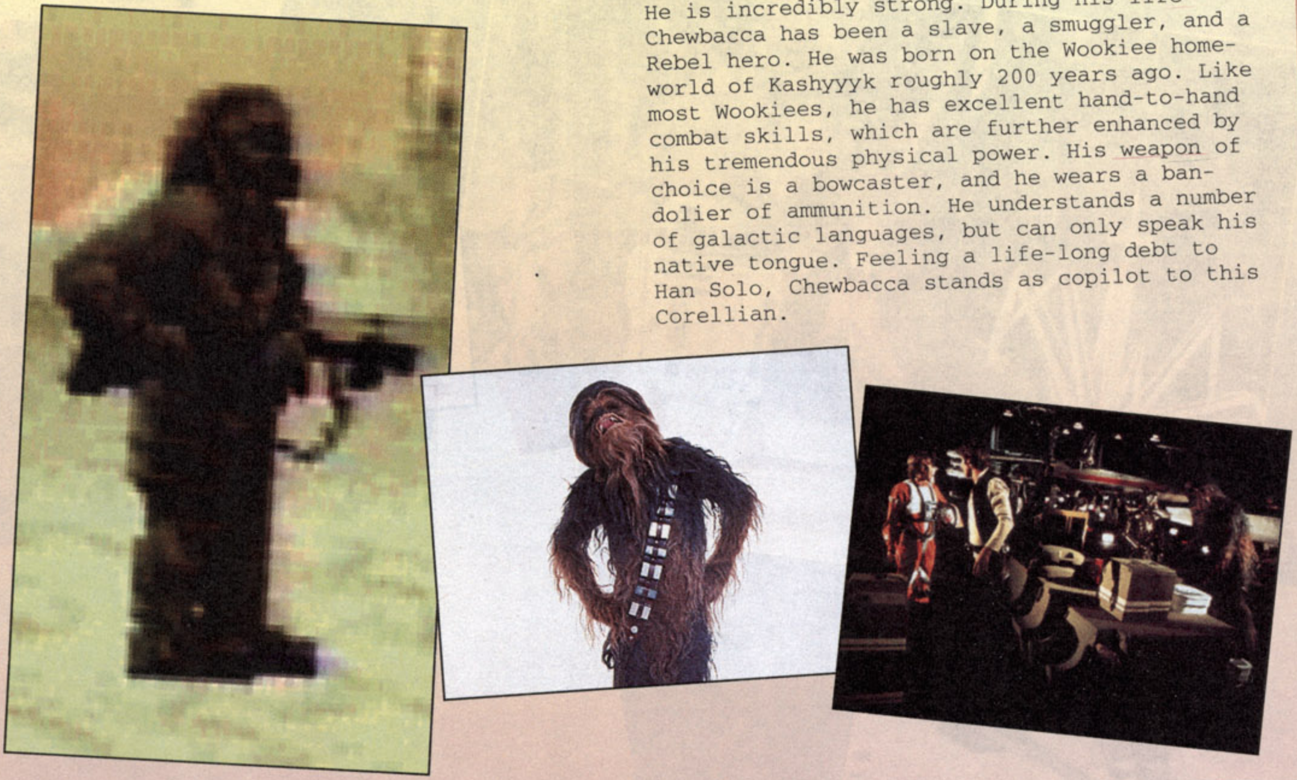


There are four different types of Storm Troopers: Standard, Cold Assault, Zero G, and Scouts. All troopers, are encased in an 18-piece, protective, black or white suit of armor, which snaps together to form a blast-resistant cocoon. Storm Troopers wield the most powerful personal weapons available. The Imperial Command uses these forces to neutralize opposition to the Emperor. The Storm Troopers serve as both ground forces and flyers in the Imperial fleet. Totally loyal to the Empire, Storm Troopers cannot be bribed, seduced, or blackmailed into betraying their Emperor. They are feared throughout the Galaxy.

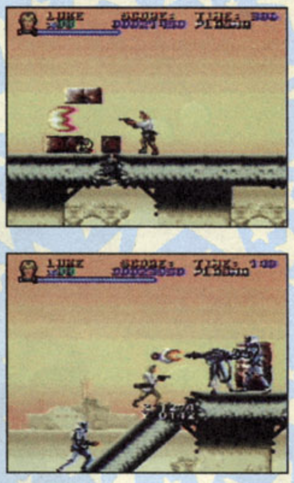
Chewbacca the Wookiee

ProFile

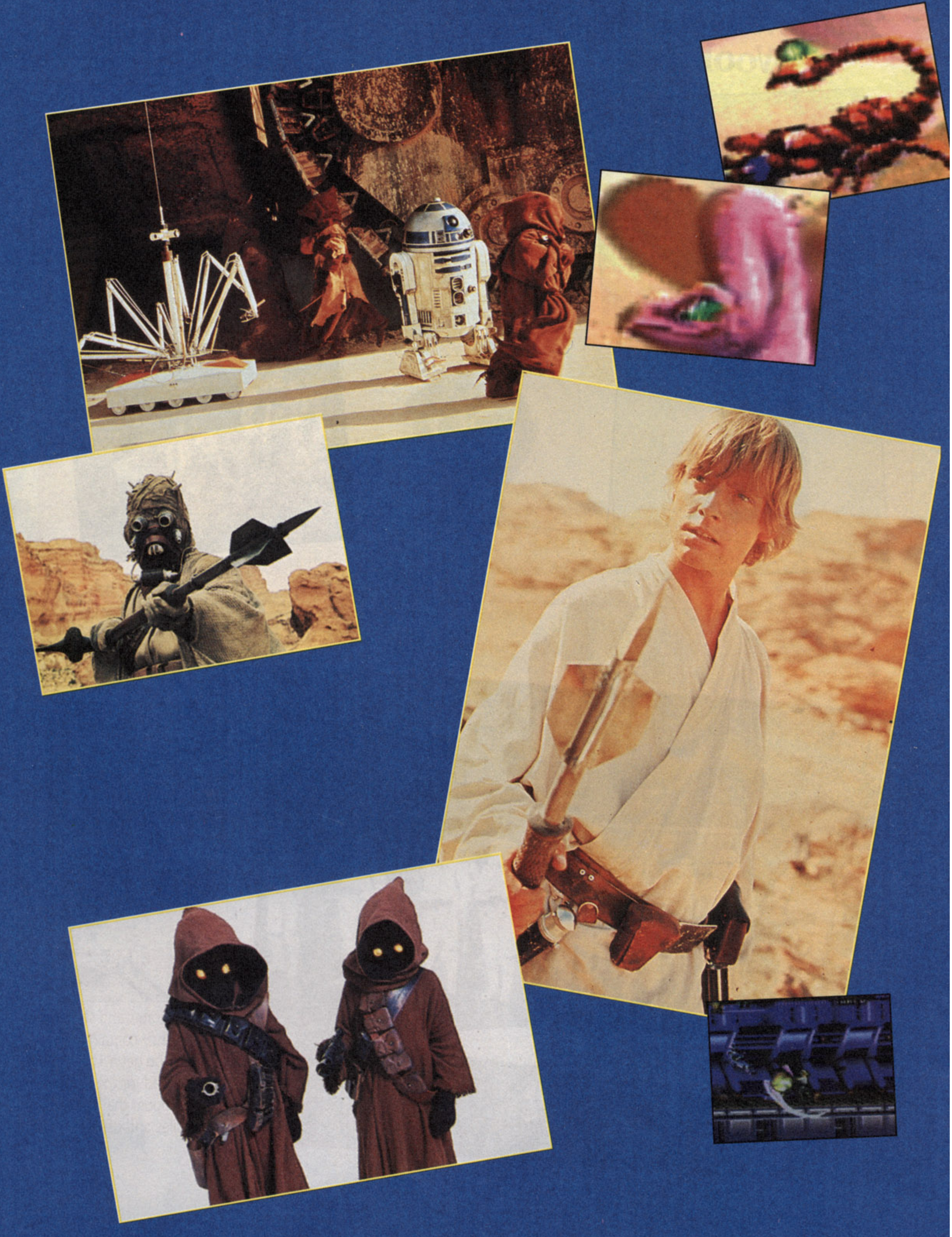
Chewbacca stands more than two meters tall. He is incredibly strong. During his life Chewbacca has been a slave, a smuggler, and a Rebel hero. He was born on the Wookiee homeworld of Kashyyyk roughly 200 years ago. Like most Wookiees, he has excellent hand-to-hand combat skills, which are further enhanced by his tremendous physical power. His weapon of choice is a bowcaster, and he wears a bandolier of ammunition. He understands a number of galactic languages, but can only speak his native tongue. Feeling a life-long debt to Han Solo, Chewbacca stands as copilot to this Corellian.



Cargo Surplus



Shoot all crates and stationary barrels. They contain tons of items. If you get a Thermal Detonator, head for the nearest Storm Trooper that's firing guided missiles and use it on him.



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Sega Visions Magazine

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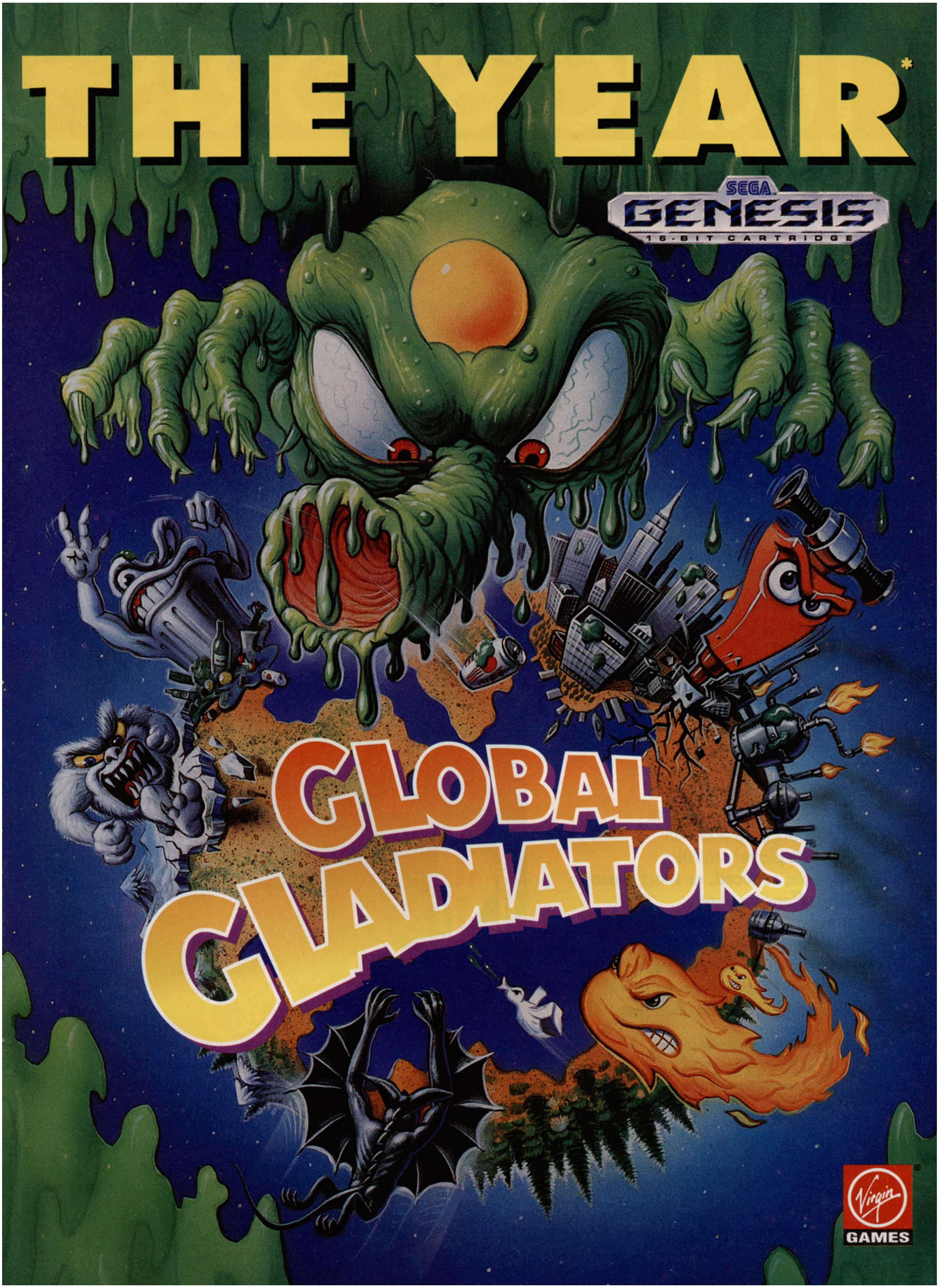
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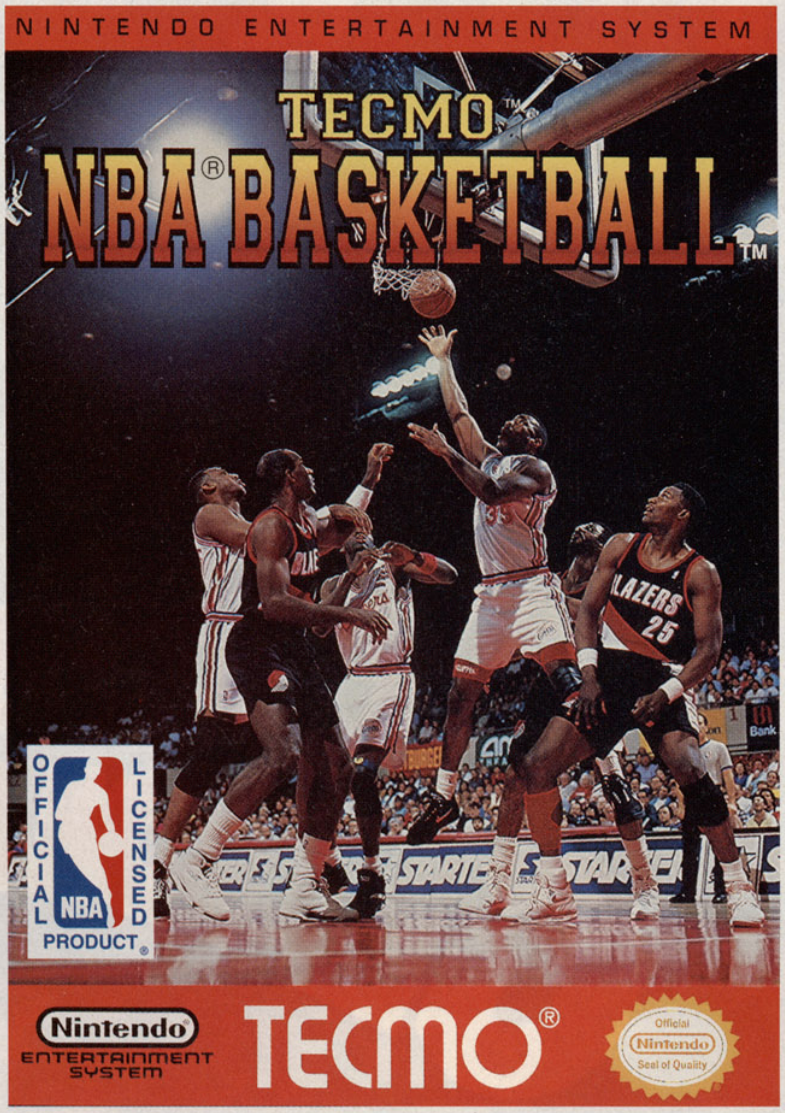
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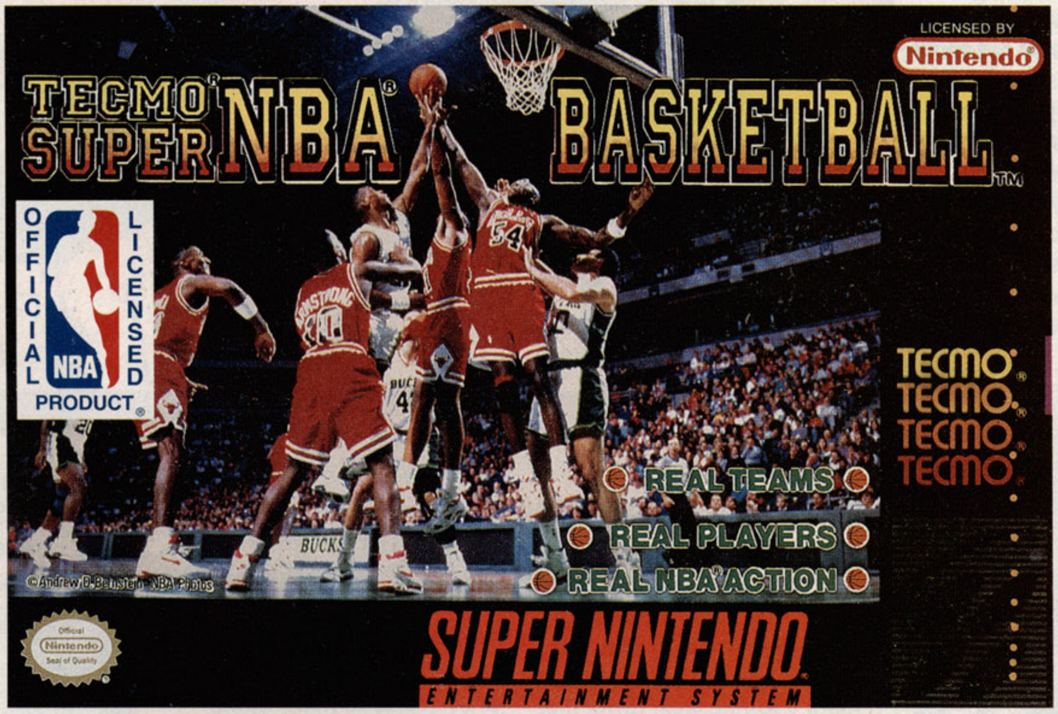
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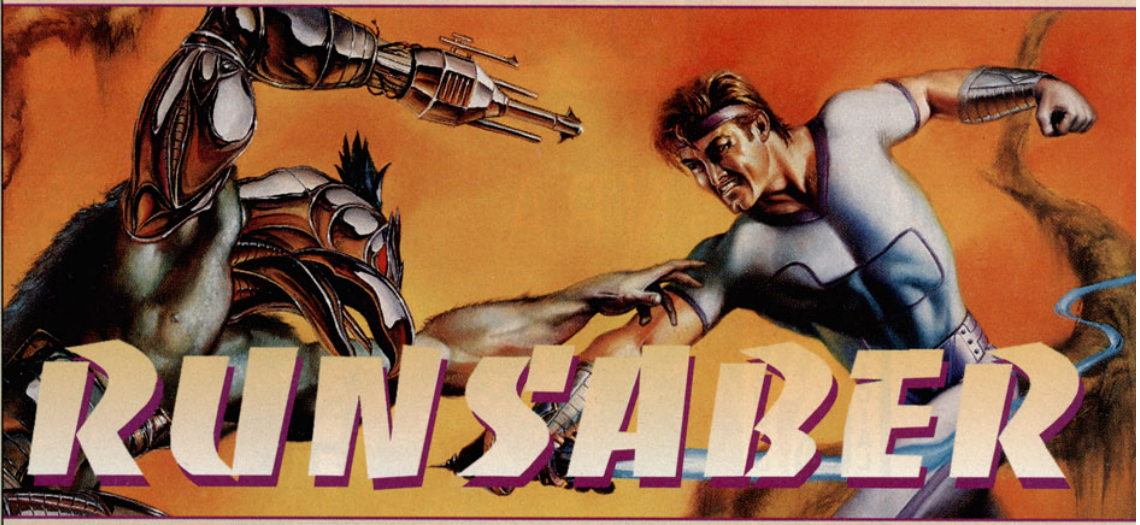
SUPER NES PROREVIEW

By Scary Larry

Take heart, Strider fans! Even if you've strolled on to the SNES, you can get Strider action with Atlus's new game, Run Saber.

Great new features, like simultaneous two-player, side-by-side fighting, give Run Saber ultrasonic, sword-slashing moves that will leave you wishing there was more, more, more. The graphics will also put some swing in your sword, but an awesome array of video game opponents will try to keep your Saber silent.

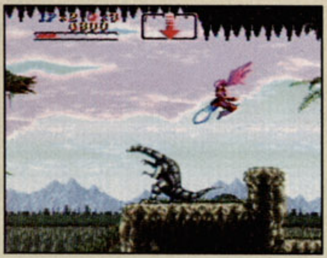
Whether you're a femme fatale or a ferocious fighter, Run Saber has your action ready and waiting – there's just not enough of it to go around.



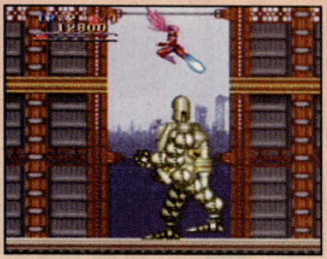
It's the year 2998, and you're the world's last hope. As part of an elite team of cyborg soldiers known as Run Sabers, your mission is to find and destroy the last toxic overlord polluting the world and generally making life miserable for everyone.

Saber the Last Dance for Me

In this side-scrolling, one- or two-player, action/adventure game, you play as one of two characters (male or female). During four too-short levels (with a bonus level thrown in for good measure), you slash your way through a jungle populated by mechdinosaurs, a factory cranking out death as its product, a military warehouse, and a deadly Chinatown.

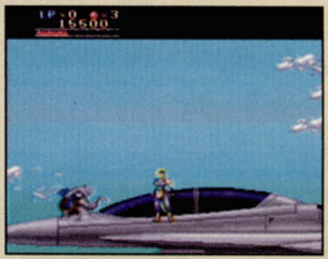


PROTIP: Don't go after the dinosaurs with your Saber. Instead, jump on them while holding Down on the control pad. Power-up your leg and make it do the work for you.



PROTIP: When the fourth evil boss begins to climb the wall, use your devastating powered-up leg. Avoid the electrical charge he sends along the ceiling and floor.

Armed with a Strider-style Saber, you face the best mutants that a polluted Earth has to offer, including hunchbacked ghouls, machine gunners dressed as lab technicians, floating ninja priests, and so much more. Fortunately, the responsive controls suffer no lag time.

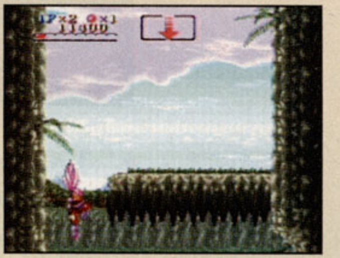


PROTIP: Kick the airplane ghoul's jets in this order: Go for the body of the plane, then the back wing, then the nose, and finally the cockpit.

Power-ups are released from the bodies of fallen enemies. They include health bars, sword power, extra lives, and special Super Power attacks, which are screen-clearing power pills.

Nowhere to Run

Run Saber's graphics are great, but the sounds could use some sharpening. The sprites move, climb, and jump with the greatest of ease. The bosses are big, imposing, and mean. The backgrounds are well drawn and enhance the game play. The sounds, on the other hand, may make you want to fall on your Sonic sword. The music is repetitive, and the effects are basic death dins.



PROTIP: Tap Down on the controller and press B to get your soldier past seemingly dead ends, like these trees in the jungle.

Run with It

Strider fans will want this clone for their trophy shelf, even though Run Saber's four short levels mean even intermediate gamers will slash through it in no time at all. This RUN is no marathon, but it makes a great sprint.

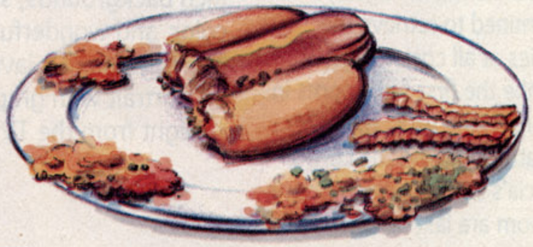
Run Saber by Atlus

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	5.0	INT. Intermediate

$59.99
8 megs
Available July

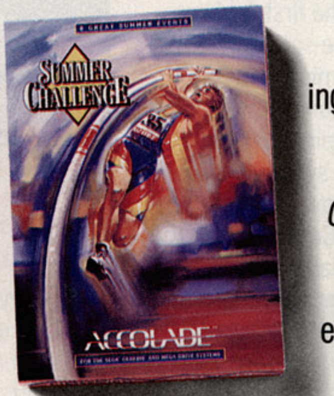
Action/adventure
Two players

Three summers ago it was zits.



Two summers ago it was working at Bun N' Run.

Last summer it was dating the Klinefelter twins.



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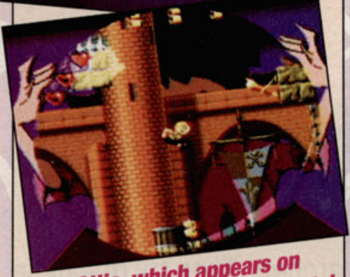
SUPER NES PROREVIEW

The Addams Family

By Slasher Quan

Riding a wave of hot entertainment licenses, Ocean has added a second installment to its SNES Addams Family series, The Addams Family: Pugsley's Scavenger Hunt. This sequel game is based on the animated Addams Family TV series.

CONTINUE
YES NO



The Attic, which appears on the screen encased in a crystal ball, is particularly hard to negotiate.

The Addams Family: Pugsley's Scavenger Hunt by Ocean

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.5	4.5	EXP. Expert

$59.95
Available now
Action

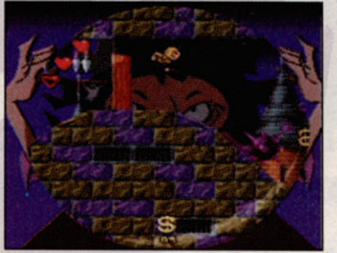
One player
Unlimited continues

The TV show is definitely eccentric, and The Addams Family: Pugsley's Scavenger Hunt has a few eccentricities of its own. Fantastic graphics, creepy music, a huge map, a high level of difficulty, and lots of secret rooms help enhance the straightforward game play. This is a solid cart for the advanced gamer.

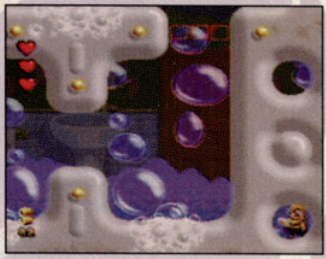
In the game, trouble-making sister, Wednesday, has scattered six odd heirlooms around the mansion, and Pugsley's determined to retrieve the goodies at all costs. Pugsley can take the first four rooms in any order: the Attic, the Lab, the Bathroom, and the Loft. Morticia's Lair and Wednesday's Bedroom are last on the hit list.

Pugsley's Predicament

You won't need a crystal ball to divine Pugsley's plan of action. Like the first Addams game, it's side-scrolling, item-gathering gaming throughout. Pugsley's actions are limited to running, jumping, climbing, ducking, and swimming. He doesn't get power-up weapons like his pop, Gomez, did in the previous Addams cart.

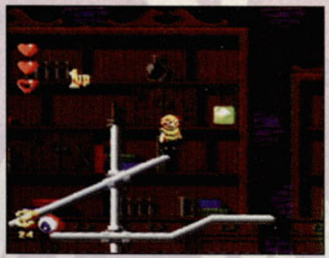


PROTIP: To make a long jump under a low ceiling, run and lightly tap the button, or you'll hit your head and die.



PROTIP: Walk through walls and jump everywhere to find secret rooms.

Pugsley's Scavenger Hunt looks positively mah-velous. Rich backgrounds, superb color, and wonderfully weird bad guys paint a lavish 16-bit portrait with graphics straight from the TV cartoon.



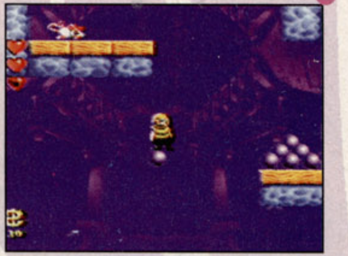
PROTIP: In the Lab, you'll see a 1-up encased by blocks. Leap up and to the right to hit the green block and unlock your prize.

Creepy music and reverberating effects provide the cart with a solid sound track. However, the songs recycle quickly, and some levels share the same tunes. All in all, the sounds are a bit better than par for the course.

Learning the Hard Way

To play Pugsley, you'd better have a high threshold of frustration. This game offers unlimited continues and adjustable starting lives, but it's still one of the toughest SNES carts around. The levels are mega-long, so you'll replay the scenes more times than you could count on a dozen dismembered hands. Although the controls are clean, you'll still spend several lives learning how to pass the convoluted enemies and pitfall setups.

PROTIP: To dispose of an exploding trap in the Bathroom's Underwater segment, move close, then swim above and to its left. The shrapnel will miss you.



PROTIP: Ride the cannon balls in the Loft to reach new areas. Use the cannons to knock out walls and grab 1-ups.

Pugsley's a fierce finger-flexing exercise, but the game play is more linear than a Mario, Sonic, or Bubsy adventure. The graphics and sounds shine, but the game may be just too tough to give most gamers a really fun fright-fest. If you're ooky and kooky enough, take it on.

IT'S LIKE CHINESE FOOD... AS SOON AS YOU FINISH, YOU'RE HUNGRY FOR MORE.

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Nintendo
SHANGHAI II
DRAGON'S EYE
Surrender to a 3000-Year-Old Obsession.
The most captivating game of all time just got better.
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SUPER NINTENDO
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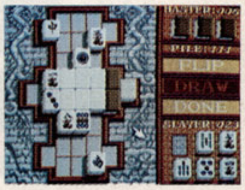
FLAGS OF THE WORLD TILE SET

Just match tiles to remove them. But removing them all requires an observant eye and strategic mind.

Shanghai II's tiles are never arranged the same way twice, so every game is a whole new challenge. And ever more difficult levels await you as your skills improve.

Now, if variety is the spice of life, Shanghai II is hot stuff indeed. For it not only gives you 13 tile layouts to try, but you can select from 11 tile designs and 6 different game modes.

Feeling competitive? Challenge the computer or an opponent to a game of Dragon's Eye where one tries to make the Dragon come to life while the other attempts to prevent it.


FLIP
DRAW
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DRAGON'S EYE: THE ULTIMATE CHALLENGE

Help yourself to Shanghai II: Dragon's Eye. But beware. Once you start, you'll never get enough!

ACTIVISION®

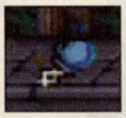
Shanghai II: Dragon's Eye is available for SNES as well as PC and Macintosh. See your local retailer or call 1-800-477-3650

By Holly Wood

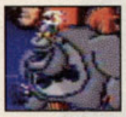
Ocean consistently makes challenging games, and Cool World for the SNES is no exception. Surviving this adventure's five stages takes an affinity for scavenger hunts. Although the game's incredible graphics are a feast for the eyes, the unresponsive controls are totally uncool!

Use these hints to get a head start at the beginning of the game:

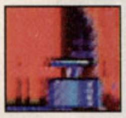
First, pick up...



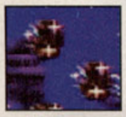
Jump up and punch until he's dog gone.



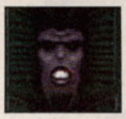
Push down...



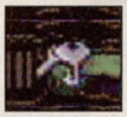
and gather...



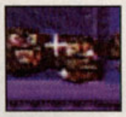
on top of the...



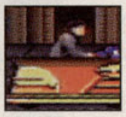
Then, grab the...



Scoot all the way to the right and gather more...



Then, jump down and hop in the...



Cool World by Ocean

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	5.0	4.5	ADV. Advanced

$59.95
Available now

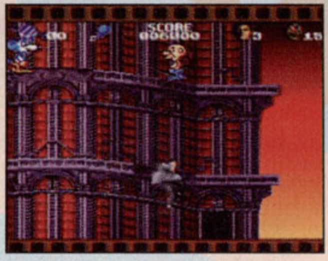
Role-play/Adventure
One player

Cool World for the SNES roughly follows the movie's story line and the colorful graphics give it the same otherwordly feel. This game's high challenge level, though, may make some gamers feel decidedly uncool.

Holli Would if She Could

In this world, you're Jake, the cartoonist creator of Cool World. Holli is a 'Toon who's using her feminine wiles to get Jake to help her become human. To accomplish this, Jake must find her and bring her to the top of the Ocean Hotel.

To escape Cool World's five multi-scrolling stages, you have to battle cartoon bullies and pick up objects in a certain order. Your only weapon is a mean stretching arm that wears a boxing glove and it enables you to punch out even the meanest of 'Toons from a safe distance. The arm also enables you to climb to higher areas.



PROTIP: Don't waste your time climbing to the top of the Ocean Hotel without Holli.

Cruel World

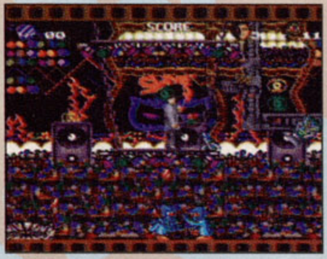
Escaping from this world of make believe is extremely tough. You can either knock the 'Toons out with your extendable boxing glove or charm 'em by giving them the right item, such as a coke, candy, or flowers. Since you can only carry one item at a time, the difficulty lies in knowing what to pick up when and who to give it to. You can push down Bomb Detonators to reveal hints, but some may blow up in your face. If you can't find the items you need, you can buy or trade in the Pawn Shop using the Nickels and Candy you've picked up along the way.

PROTIP: Follow the arrows in the side-scrolling car scenes.

Cool World's slow-to-respond controls and three meager continues make this adventure tough. In addition, the controls are also awkward. You press Y to jump and B to punch. They would work better the other way around.

PROTIP: In the Malt Shop, stand in front of the bar stools to get a Malt. To find the missing Malt, pull yourself up to the next level and stand in front of the Shake's face.

Cool World's colorful graphics and hip music are hot. The cartoon characters are good-looking replicas of the big screen's animations. The background and the foreground capture the nighttime mood of the movie, and feature the same weird-looking buildings. As for the music, it's soft and jazzy.



PROTIP: In the Slash Club, have at least five Nickels when you go in and pay close attention to the switches. Also, the bouncer likes flowers.

Cruel, but Cool

If you're an advanced gamer that likes to think, as well as shoot, you might want to "toon" in to Cool World.

The Invader thumb control pad is engineered to meet your need for speed.

It's got turbo firing, so you can blast your way through the action at an accelerated rate. And with independent button control, you can auto fire hands-free at the same time. Or slide into slow motion when you want to take a breather.

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THUMB PEOPLE WON'T TAKE SLOW FOR AN ANSWER.

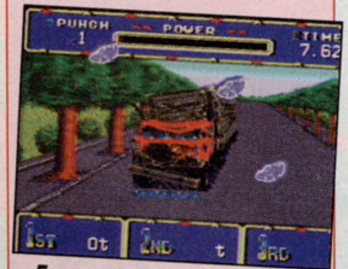
SUPER NES PROREVIEW

SONIC BLAST MAN ™

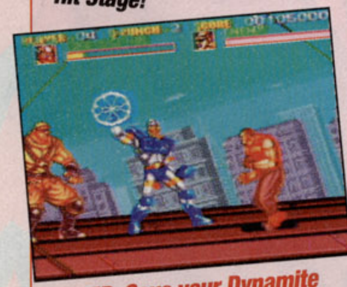
By Holly Wood

If you like superhero cartoon graphics and you've always wanted to "Slam!" "Barooom!" and "Crash!" with the best of them, now's your chance. Sonic Blast Man from Taito is five side-scrolling stages of beat-em-up action with a comic book flare.

The graphics in this futuristic slug-it-out look Marvel-ous. If you're a professional Street Fighter, this one-player game may not blister your thumbs, but it will make them burn.



Earn your power and save an innocent victim in the Bonus Hit Stage!



PROTIP: Save your Dynamite Punch for when you're backed into a corner, or use it against a boss. Don't use your Screw Bomb. It leaves you dizzy and doesn't completely wipe out the competition.

Whether you're old enough to remember the arcade version of Sonic Blast Man, the SNES version's graphics alone make it worth a play.

Sonic Blast Man by Taito

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	5.0	4.0	ADJ. Adjustable

Price not available
8 megs
Available now

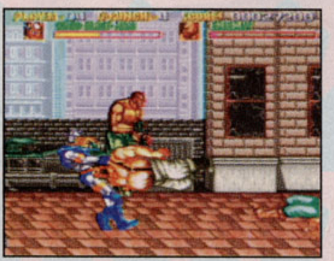
Beat-em-up
One player

Taito has come through with a nearly identical translation of the Super Famicom beat-em-up hit – Sonic Blast Man. (See Overseas ProSpects, January '93). This summer the B-Man hits the U.S. streets to brawl with some big-time thugs.

A Blast from the Past

Sonic Blast Man first beat his way through the arcades. Now this one-player action game throws Sonic Blast Man into a five stage side-scrolling slugfest on the SNES. The Man needs every ounce of his strength to make it through a goon-infested ghost town, an acid-dripping factory, a stinking sewer, a robot-ruined castle, and an alien-driven space station. After each stage, he must also save an innocent victim in a bonus stage.

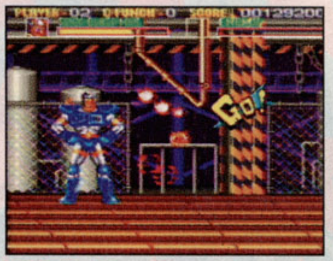
Luckily, Sonic Blast Man has some boom behind his moves. In addition to the usual punch, jump, and kick moves, he can use a One-Handed Throw, a Power Punch, a Sonic Uppercut, a Judo Throw (where he rolls on his back and tosses an enemy), a Windup Punch, and an Airplane Throw. Other raw weapons at his disposal are a Dynamite Punch, which knocks down everyone on the screen, and the Screw Bomb, which sends enemies careening offscreen. The crisp controls make pulling any move a snap.



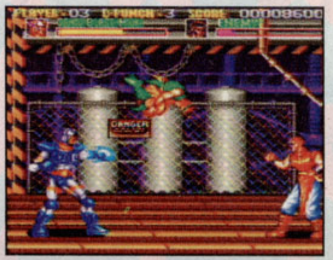
PROTIP: If you pick up a dizzied fighter, toss him into other opponents with your Airplane Throw.

Help Along the Way

Blast Man needs food, money, and a little luck to keep him on the crime fighting fast track. Metal barrels hold life-saving surprises. Sonic finds Apples, Hamburgers, and Chickens to keep up his health. A Super Glove gives him another Dynamite Punch. Money Bags up his point dollars, and a Sonic Helmet scores an extra life.



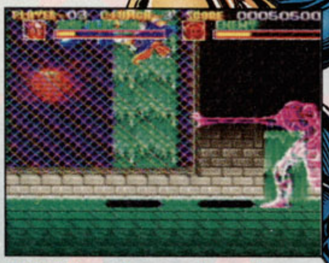
PROTIP: When it's raining fire in Stage 2's factory, stay put until it stops, even if the cart prompts you to go.



PROTIP: Defeat the Martial Arts acrobats in Stage 2 by taking them out when they flip over Blast Man's head.

Boom with a View

If you like comic books, you'll love SBM's digitized graphics. The backgrounds are colorful and they look like a Marvel masterpiece. The sprites are large, and they move smoothly.



PROTIP: To know where these jumping vapor monsters are going to land, watch for their shadows.

As for sound, you don't need any! The music, although unobtrusive, keeps you ready to fight. But remember, this is like a comic book. Instead of grunting sound effects, the words "Boom!", "Slam!", "Barooom!", and more appear onscreen in time with the action.

Man-iac Fun

Sonic Blast Man's variety of moves and great graphics keep this game one punch above the other face-smashers. It's a Blast.

Freakin' Awesome

ELECTRONIC GAMING MONTHLY
EDITORS' CHOICE
GOLD
SEIKA
SUPER TURRICAN
LICENSED BY Nintendo
SUPER NINTENDO ENTERTAINMENT SYSTEM
As Seen in GamePro
Graphics
Sound
Control
FunFactor
Challenge
ADV.
Advanced
System: NES
4megs
Action/Adventure
One player
Dolby Surround Sound

"Super Turrican will give you the worst beating of your video game life"
GAMEPRO Magazine

"One of the best"
Electronic Gaming Monthly

"Blazing graphics, Dolby Surround™, and smooth action make this the best Turrican ever"
Game Players

With so much firepower at your fingertips, you're expected to win, right? Wrong! Even with super beam, smart bombs and power line super weapons at your disposal, your enemies will see that you face the ultimate in terror!

Super Turrican™ is one of the finest Action/Adventure games you'll ever see, feel, play or hear! That's right, hear! With full-feature ***Dolby Surround Sound***™, if the incredible graphics don't toast you, the sound alone is enough to turn your brain into a crispy critter.

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A warning to the cocky player who thinks he's seen it all: here you better expect the unexpected!

For your Super NES
& NES systems.

SEIKA
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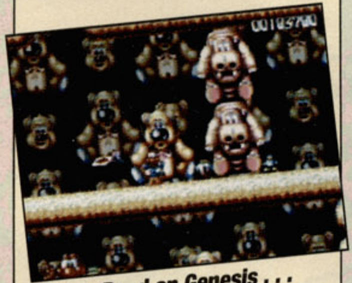
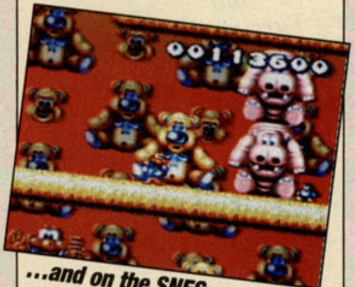
SUPER JAMES POND

By Otter Mattic

This fishy action cart is a conversion of EA's Genesis game, Codename: Robocod. The conversion is an identical twin, but that's not a downfall. You play James Pond – hero, secret agent fish – in one of the most playful and appealing side-scrollers available for the SNES. Great graphics and nine multi-level stages of action make this cart worthy of notice. If you want to see just how similar the two versions of this game are, check out these snapshots of the same room!



James Pond on Genesis . . .



...and on the SNES.

Super James Pond by American Softworks Corporation

Graphics	Sound	Control	FunFactor	Challenge
4.5	2.0	3.0	4.0	ADV. Advanced

$59.95
Available June

Action/Adventure
One player

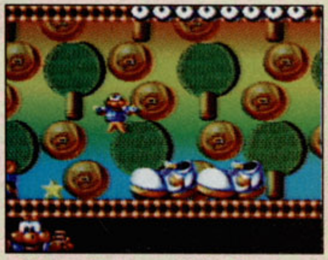
Genesis owners have been able to swish with the fish in three installments of the James Pond series: James Pond Underwater Agent, Codename: Robocod, and Aquatic Games. Now the slippery sea-spy has jumped into the SNES lake, and he's looking as dapper as ever. In fact, aside from the graphics that have gone from good to great, American Softworks Company's Super James Pond is identical to EA's Genesis game, Codename: Robocod.

Your Mission

The evil Doctor Maybe has taken over Santa Claus's main toy factory in the North Pole and placed a bunch of bombs (disguised as penguins) throughout the factory. As an agent of F.I.S.H., an underwater espionage agency, you must infiltrate the toy factory and defuse the penguin bombs.

In this side-scrolling hop 'n' bop action game, you've got to move your tail to the Barber Pole Exits at the end of each of the nine stages. You're armed with a robosuit that lets you stretch your pliable fish body from the floor to the ceiling. The suit comes in handy when avoiding dangerous ground obstacles by enabling stretching up and climbing along the ceiling.

You enter each mission through doors on the outside of the toy factory. Each stage has a different toy theme and different enemies. For example, the first stage is full of sports games, while the second stage has plenty of cutesy stuffed animals.

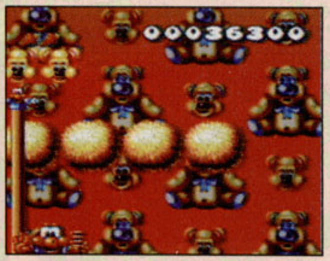


PROTIP: To bypass the first stage entirely, go left at the first screen and you'll find a Barber Pole Exit.

PROTIP: Stage Two's floating platforms remain stationary when you jump, so don't steer James off-course in midair.

The Most Beautiful Fish in the World

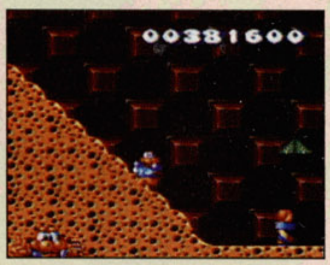
Super James Pond's background and foreground graphics are fantastic and funny. Many of the finely drawn backgrounds are tiled with rows of giant Chocolate Bar squares and stacks of Teddy Bears that have funny facial expressions. The SNES graphics take advantage of the system's color palate with brilliant blends and detailed sprites. The playfulness of this game's animation will definitely win you over.



PROTIP: To get up near the top of Stage Two's first level, take the moving platforms all the way to the hay bales on the far left. Then stretch up to the stuffed animals, and latch on.

Playing Scales

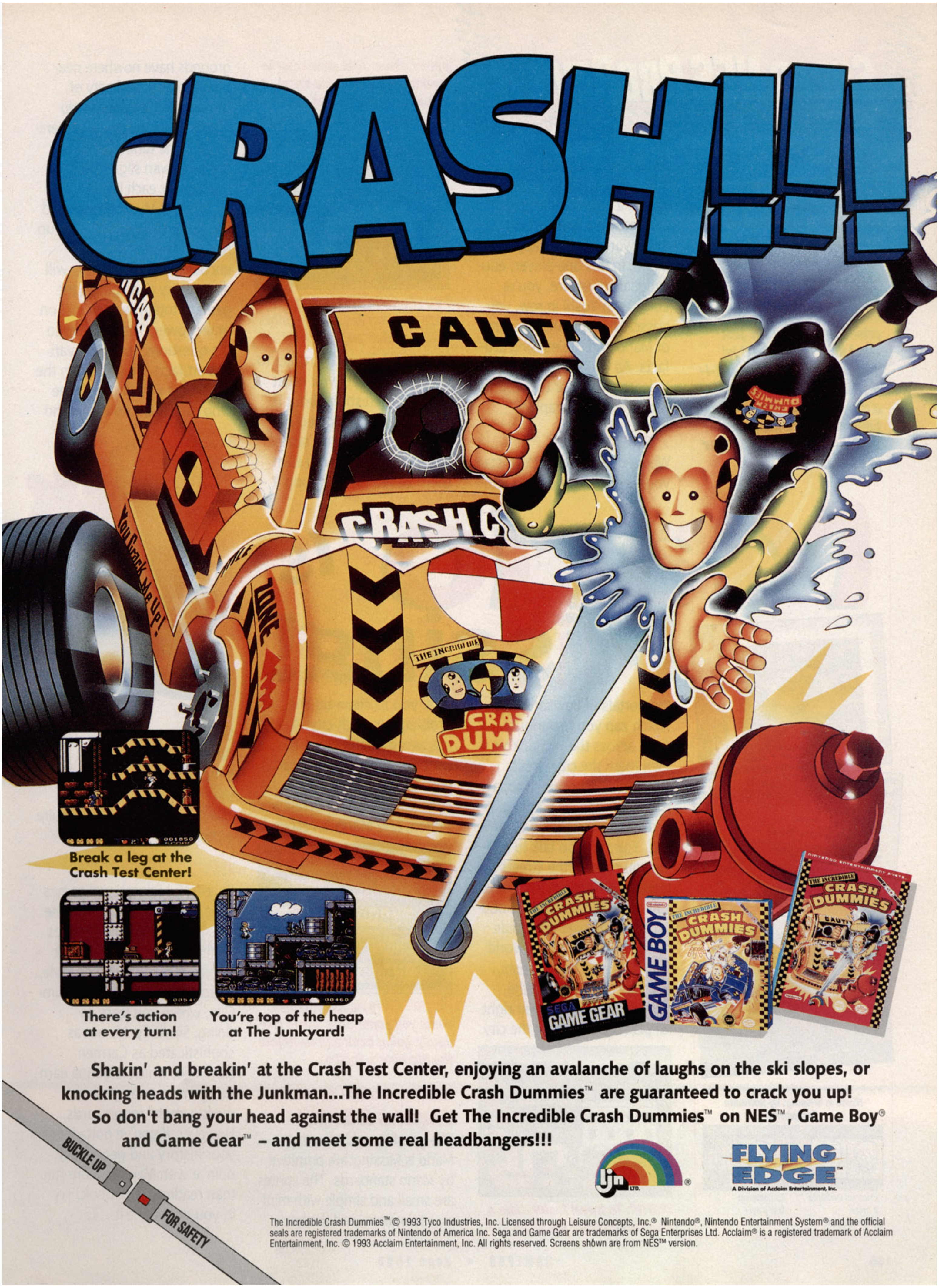
The soundtrack in Super James Pond will make you wish you had water in your ears. The same repetitive techno-dribble music plays throughout the game, except in the boss stages. The sound effects are not very notable, so you'll definitely want to seek auditory involvement from an outside source.



PROTIP: In Stage Three's Nougat level, don't take this Exit Pole, or you'll be transported to the beginning of the level. Instead, take the green platform upwards.

Take a Dip

Although Super James Pond's game play is identical to its Genesis sibling, it shines through as a solid game on its own. Beautiful, funny graphics combine with big, big levels to make Super James Pond a cool alternative to the ultra-violent shooting and scooting games. This super-fish is super fly!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CAUTI
CRASH C
You Crack Me Up!
ZONE
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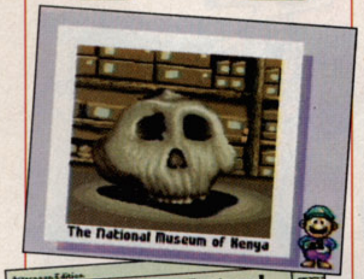
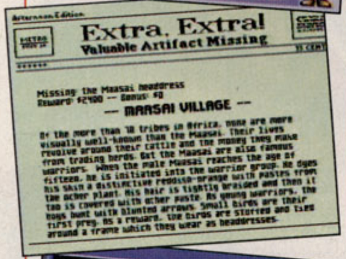
Mario Is Missing!

By Andromeda

Everybody knows Mario, Luigi, and the rest of the Mario Brothers regulars. Nobody's gonna be surprised to hear they've got a new game for the SNES, but everyone's gonna be surprised when they see just what kind of a game it is! Can you spell, E-D-U-C-A-T-I-O-N-A-L! OK, so education's a dirty word to most gamers. Educational = Boring. Right? Well, in this case the answer is yes...and no!

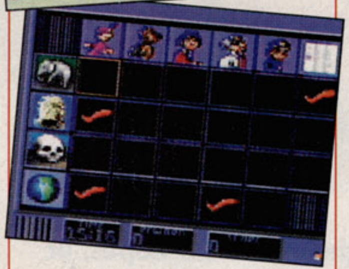



Afternoon Edition

Extra, Extra!
Valuable Artifact Missing

Missing: the Maasai headdress
Reward: $2400 -- Bonus: $0
— MAASAI VILLAGE —

Of the more than 10 tribes in Africa, none are more visually well-known than the Maasai. Their lives revolve around their cattle and the money they make from trading herds. But the Maasai are also famous warriors. When the male Maasai reaches the age of fifteen, he is initiated into the warrior group. He dyes his skin a distinctive reddish-orange with pastes from the ocher plant. His hair is tightly braided and then it too is covered with ocher paste. As young warriors, the boys hunt with blunted arrows. Small birds are their first prey. As a reward, the birds are stuffed and tied around a frame which they wear as headdresses.



Mario Is Missing! by Software Toolworks

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	3.5	BEG. Beginner

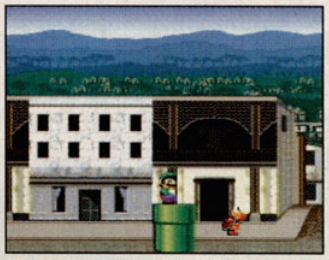
Price not available
8 megs
Available June

Edutainment
One player

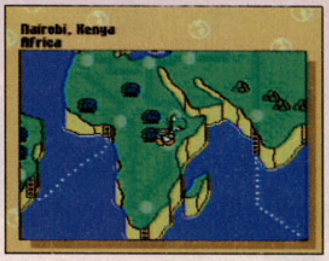
Mario's missing! Bowser sent an army of Koopas across a side-scrolling world to snatch priceless artifacts. Even worse, he kidnapped Mario. In this one-player, educational adventure, you're Luigi. With Yoshi in tow, you crisscross the world in search of Mario and the missing artifacts. As you search, you get to learn a thing or two about history and geography.

Plumbing the Portals

Where do you begin? You start your search by sneaking into the portals of Bowser's lair, which zap you to various cities across the world. You then roam the city streets looking for renegade Koopas. When you hop on a Koopa, it sometimes coughs up an artifact. You can also talk to people you meet in the streets to figure out where in the world you are. Then use your Globulator to call Yoshi and guide him to that locale on a world map. Once on board Yoshi, you ride on, returning the missing artifacts to their rightful places throughout the city.

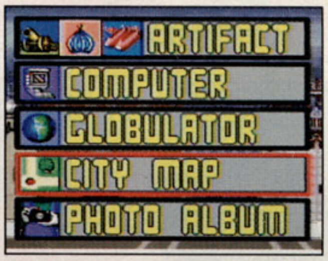


***PROTIP:** To travel faster, take a shortcut through the city's sewer pipes. Just remember to backtrack through the areas you skipped, or you'll miss out on some important city sightseeing.*



***PROTIP:** Call Yoshi as soon as possible. You can travel faster on Yoshi than on foot.*

To replace each artifact to it's proper place, you must answer a question about it. Then, if you are correct, leave the portal and seal it up. As for points, you earn them based on how long it took you to clean up the problems in each city. A password enables you to continue from the last portal you've cleared. The game ends when all the portals are sealed, and Mario is rescued.

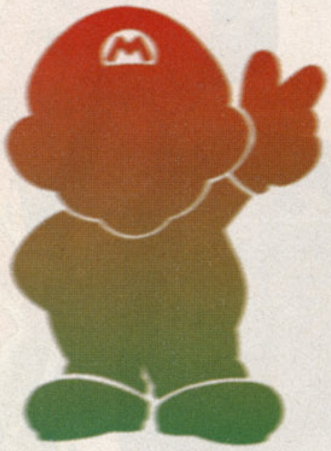


***PROTIP:** Every action you take costs you some time. Avoid randomly going back and forth into the Plumber's Toolbox.*

Mario Misses the Mark: Graphics & Sound

The graphics and sounds in Mario Is Missing! are primitive by Mario standards. The sprites are small and simple with minimal animation, and the backgrounds have nowhere near the graphic complexity of those found in Super Mario World. The soundtrack is merely the same tune played over and over with slight ethnic touches for each locale.

Mario Is Missing! is geared for gamers ages eight and up. None of the Koopas you encounter along the way will do you any damage, so the game is totally won or lost on brain power. The answers to the questions about the various artifacts are present in the brochures you find. Anyone who can read can easily find the answers to the questions. Although the interface is a simple two-button job with different menu options, it's complicated enough to require a good read of the manual.



Mario Earns a C+

Successful educational games sneak the learning in with the fun. Mario Is Missing! teaches factual information, but isn't as effective as simulation-style, educational products, like SimCity, where you learn by doing. Similarly, it's not as sophisticated as Carmen Sandiego, which is gonna earn this game a poor grade on most gamers' report cards. However, if you've gotta learn your history and geography, doin' it with Mario is more fun than reading a textbook. Try it, you might like it. G

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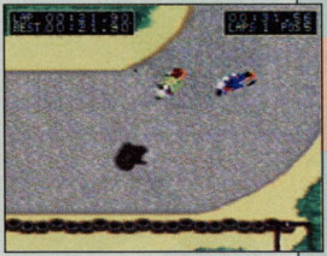
SUPER NES ProREVIEW

Kawasaki Caribbean Challenge

By Otter Mattic

Gentle-Mon, start your engines! Gametek and Park Place Productions worked a long time creating Kawasaki Caribbean Challenge, a motorcycle and jet ski racing game. Why so long? Well, creating this game involved digitizing countless photographs of motorcycles and jet skis. They even consulted a physicist to recreate realistic movement and handling. Curiously, very little of this work is apparent in the final product, a 16-bit game that plays like an 8-bit cart.

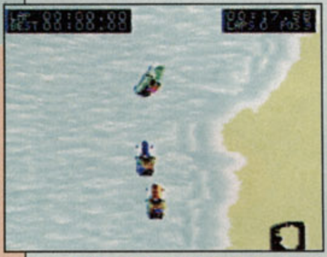


PROTIP: Learn to use the brake on your bike. Go slow, because crashing eats up the minutes.

Slim Pickins

Kawasaki Caribbean Challenge has two overhead-view racing games: Ninja motorcycle racing and jet ski racing. You can pick your favorite bike or jet ski and race against time on your choice of four courses.

Or, you can take the Caribbean Challenge, which is a combination of the two races. Your bike, jet ski, and course are selected for you. You race against a group of computer opponents and accumulate points by winning races. Your goal is to stay in contention by earning enough points to move on to the next island course. A two-player head-to-head option would have made the game a lot more fun.

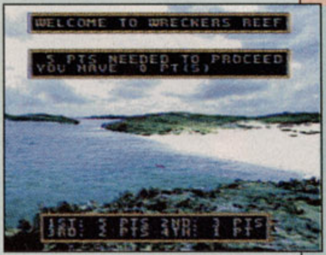


PROTIP: For maximum speed on your jet ski, stay close to the shore.

Not Like Paradise

Kawasaki Caribbean Challenge features beautiful digitized still photographs of the vehicles and the islands, but the actual game play graphics are pretty weak. The sprites are small and not very detailed, and the backgrounds use only a fraction of the SNES's color palette.

Kawasaki's controls are very simple. In the bike mode, you can turn right and left, accelerate, and brake. The Jet Ski mode is the same, minus the brakes. Again, this hardly taps into the potential of the SNES's six-button controller.



WELCOME TO WRECKERS REEF

5 PTS NEEDED TO PROCEED
YOU HAVE 0 PT(S)

1ST: 5 PTS 2ND: 3 PTS
3RD: 2 PTS 4TH: 1 PT

Cool photographic stills highlight this game.

The Challenge

Kawasaki Caribbean Challenge is a good game idea, but it doesn't have enough depth to keep hard-racin' gamers busy. Cruise past this Kawasaki Challenge.

Kawasaki Caribean Challenge by Gametek

Graphics	Sound	Control	FunFactor	Challenge
2.5	3.0	2.0	2.0	INT. Intermediate

$64.95
12 megs
Available now

Racing
One player

Lethal Weapon

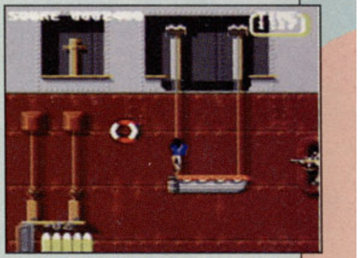
By Scary Larry

Ocean's come up with a game that looks blah, yet is tougher than a repeat offender. Lethal Weapon fits right into the lineup.

The Blue Badge of Courage

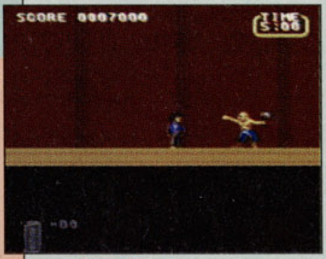
Ocean based this one-player action/adventure game on the hit movie of the same name. In the game you pick your favorite cop, Riggs or Murtaugh, and undertake five side-scrolling, undercover missions.

You can begin with any of the missions, which include a dockside drug dealing operation, a ransom plan, a shopping mall terrorist situation (in L.A., this is considered a state of emergency), and an office complex riddled with terrorists. In your final mission, you investigate an ex-sergeant who sells armor-piercing bullets to L.A. criminals.



PROTIP: When you board the boat in the dock mission, wait until the life preservers fall before you move on.

You start off with a gun and limited ammo. As you progress, you can collect bullets, a badge that shields you from two hits, and a clock that increases your time limit.



PROTIP: Try to save your bullets for end-level bosses.

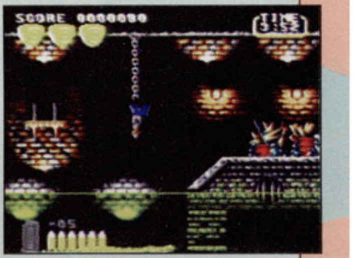
Honey, I Shrunk the Cops

The problem right off the baton with Lethal Weapon is the scrunched graphics. The tiny Riggs and Murtaugh characters look more comic than coplike, and the villains are miniature miscreants. The standard backgrounds fail to save the game's graphics, and, unfortunately, the music's not very good, either. It would be more fun to stay at the firing range all day without earphones.

Assume the Position

The action in Lethal Weapon is extraordinarily hard, with repetitive (and sometimes unfair) game play. You'll take hits from off the screen and you won't be able to defend against some traps. Just when you think you've got it beat, your timer will run out.

If you think that sort of challenge sounds like fun, pick up this game; it deserves a shot. After a couple of hours, though, you may want to take it out back and give it a couple of shots of another kind.



PROTIP: Get out of the sewer by jumping on anything that looks remotely stable.

Lethal Weapon by Ocean

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.0	3.5	ADV. Advanced

$59.95
Available now

Action/adventure
One player

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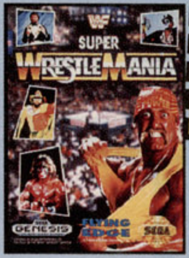
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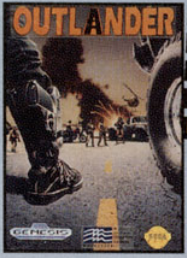
from Flying Edge.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from Mindscape.

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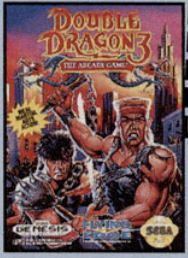
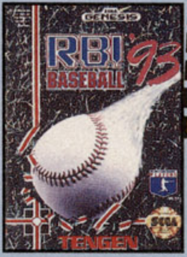

Double Dragon 3
THE ARCADE GAME
GENESIS

REAL DEAL $5 OFF WITH IN-STORE COUPON

Double Dragon 3
from Flying Edge.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R.B.I. '93
BASEBALL
TENGEN

REAL DEAL $3 OFF WITH IN-STORE COUPON

R.B.I. 93 Baseball
from Tengen.

PAPERBOY 2
GENESIS
TENGEN

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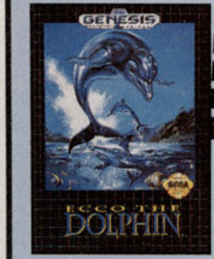
GENESIS
ECCO THE DOLPHIN

REAL DEAL $3 OFF WITH IN-STORE COUPON

Ecco The Dolphin
from Sega.

GENESIS
COOL SPOT

REAL DEAL $3 OFF WITH IN-STORE COUPON

Cool Spot
from Sega.

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CYBORG JUSTICE

REAL DEAL $3 OFF WITH IN-STORE COUPON

Cyborg Justice
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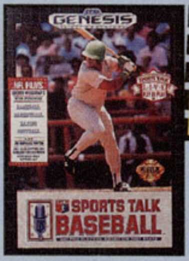
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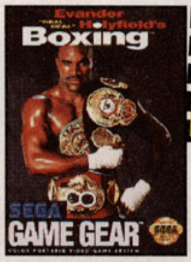
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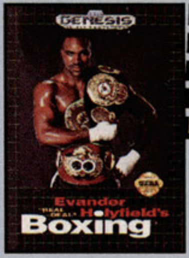
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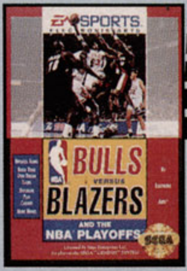
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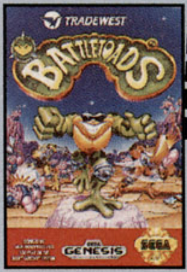
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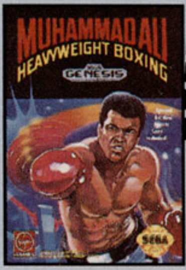
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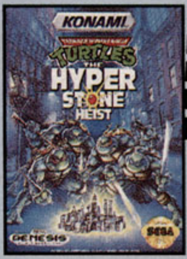
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By Boss Music

Camerica's back on the scene with a honker of a second episode in its prehistoric, hop-n-bop series – Bignose the Caveman. Bignose Freaks Out sends Camerica's favorite Neanderthal on a fun but familiar NES adventure.

Decent control, graphics, and fun combined with an evolved level of challenge may make you hang out in your cave long enough to play it a few times, but the game doesn't exactly reinvent the NES wheel.

BIG NOSE Freaks Out

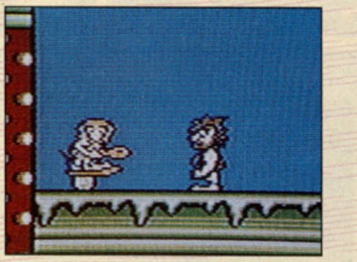
In this club-banging, action/adventure game, Bignose (Camerica's answer to Bonk) has to round up Leroy, the varmint who's swiped the nose-man's rather hefty deposit from the local Savings and Bones bank.

A Look and Listen into the Past

To send Leroy directly to B.C. jail, Bignose must traverse five average-looking worlds, each with four levels. He rolls through forests, fields, caves, and factories on his hunt. The scenery and graphics aren't primitive, but they're average by 8-bit standards. The jungle sounds are worse. Very limited music and poor sound effects put your remote control's mute button to good use.

Bignose's side-view game play is good, but it doesn't exactly rewrite NES history. The cave guy's main weapon is his club, but he can also sling rocks at enemies, baseball-style.

Bignose doesn't have to hoof it anymore, either. Instead, he rides an ancient skateboard. The somewhat speedy one-wheeling and monster bashing is fun for a while, but eventually repetitive.

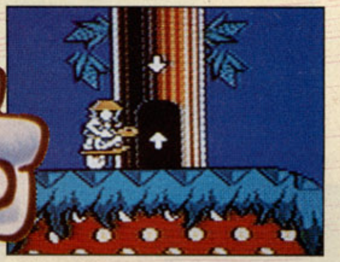


PROTIP: Why bother aiming if you don't have to? Use an autofire controller and hold down Button B to chop up enemies like a blender.

A decent assortment of bonus stages and secret surprises fill out the levels. To enter bone-grabbing bonus areas, Bignose hops on mushrooms, walks through walls, and leaps on invisible teleporters. Positive power-ups include rocks, high-jumping power, extra skateboard speed, and invincibility. Bignose also risks finding such negative items as vision-impairing lightning storms.

Hard as a Rock

This Bignose cart doesn't play too hard, but limited continues jack up the challenge. Bignose begins with one continue and can earn more along the way. He runs out of continues quickly, though, and starting over from the beginning is as much of a drag here as it is in any game.



Going Up?

No Bones about It

With the addition of the skateboard, Bignose Freaks Out is a slight improvement over its predecessor. Although Camerica can always be counted on for a rock-solid 8-bit game, a little further evolution just might make Bignose a winner in the NES survival of the fittest.

PROTIP: To claim the extra 'nose in the top-left corner in Level 1, follow the path of transparent rocks.

PROTIP: If you plan to finish the game, you'd better stock up on extra lives by grabbing at least 25 bones each level.

PROTIP: Stay cool and simply ride off ramps. Don't jump in mid-cruise, or you'll lose momentum.

PROTIP: Even if it means taking a hit, springboard off enemies to reach new heights.

PROTIP: In Level 8, stand in the center of the screen and bat rocks at the boss monster's snout. Jump when the fireballs get too close for comfort.

Bignose Freaks Out by Camerica

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.0	5.0	3.0	ADV. Advanced

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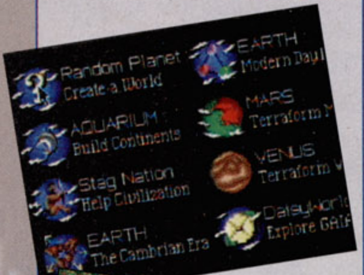
SUPERCD PROREVIEW

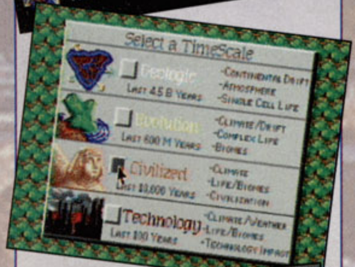
SIMEARTH

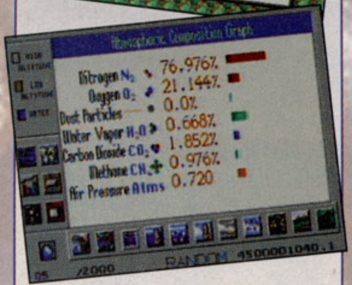
By CC Rider

Blasted your last level boss? Pounded your last Koopa-Trooper? Waded through legions of bad guys, your hands soaked in bit-mapped gore? Then why not set that Browning .50 caliber down for a second and try something really challenging: Create life.

SimEarth is a one-player Turbo SuperCD that just barely qualifies as a "game." Not that it's a bad game, it's more that the word "game" and the concepts that go along with it simply don't apply. What you get is a fully-functioning, if crude, working model of a planet. What you do with that world is up to you.


Random Planet
Create a World
AQUARIUM
Build Continents
Stag Nation
Help Civilization
EARTH
The Cambrian Era
EARTH
Modern Day
MARS
Terraform M
VENUS
Terraform V
DaisyWorld
Explore GAIA


Select a TimeScale
Geologic
Last 4.5 B Years
-Continental Drift
-Atmosphere
-Single Cell Life
Evolution
Last 600 M Years
-Climate/Drift
-Complex Life
-Biomes
Civilized
Last 10,000 Years
-Climate
-Life/Biomes
-Civilization
Technology
Last 100 Years
-Climate/Weather
-Life/Biomes
-Technology Impact


Atmospheric Composition Graph
Nitrogen N_2 76.976%
Oxygen O_2 21.144%
Dust Particles 0.0%
Water Vapor H_2O 0.668%
Carbon Dioxide CO_2 1.852%
Methane CH_4 0.976%
Air Pressure Atms 0.720
/2000
RANDOM 4500001040.1

SimEarth by TTI

Graphics	Sound	Control	FunFactor	Challenge
				INT.
2.0	4.0	3.0	3.0	Intermediate

$49.95
Super CD
Available now

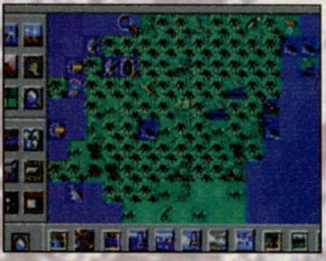
Simulation
One player

When you've seen (and disintegrated) half the known universe, it's time to settle down with an arm of the galaxy you can call your own. If you thought destroying a planet was difficult, wait until you try to build one from scratch!

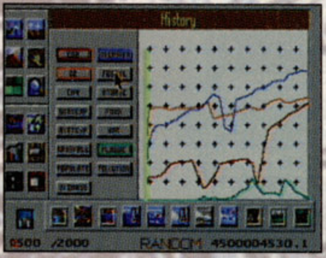
New Deity Orientation

SimEarth by TTI is perfect for any gamer with an active God complex. It's a direct port from Maxis' PC Sim series, and it shows its heritage. The Windows-style point-and-click interface is designed for a mouse, but by using one button to choose an action and the other to cancel it, you get easy access to hundreds of views of your budding world. You can adjust everything from how much sunlight the clouds reflect, to how fast the animals mutate, to how much of its resources your civilization spends on science, industry, or the arts.

You get complete control over the entire planet. For example, you can develop a lump of molten rock into a lush green paradise, or you can start with a healthy planet and experiment, say, by developing intelligent starfish for interesting cultural results. If you prefer a more evolved culture, plunk down in the middle of a world already at its Atomic Age and do your best to start (or stop) a war. With infinite possible scenerios, you've got the whole world in your hands.



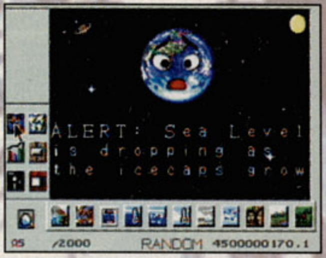
Yer own chunk o' paradise. A little effort can yield some genuinely weird results. (Try for intelligent plants.)


History
0500 /2000
RANDOM 4500004530.1

PROTIP: Watch those CO_2 levels, or this "greenhouse gas" will heat things up in a hurry.

For the more goal-oriented, seven preset scenarios define objectives for your world, like terraforming Mars or Venus.

Along the way to your private Nirvana, you get charts and illustrations to help you gauge the health of your Genesis project. Unfortunately, watching the numbers click by is more fun (yawn) than watching the lame static pictures depicting life on the planet. The tiny inhabitants do nothing more than appear and disappear. In a barely animated introduction, complete with digitized voice, Gaia (the earth-spirit, for lack of a better term) delivers a feel-good eco-pep-rally. A bit of animation throughout the game would perk things up considerably.



ALERT: Sea Level is dropping as the icecaps grow

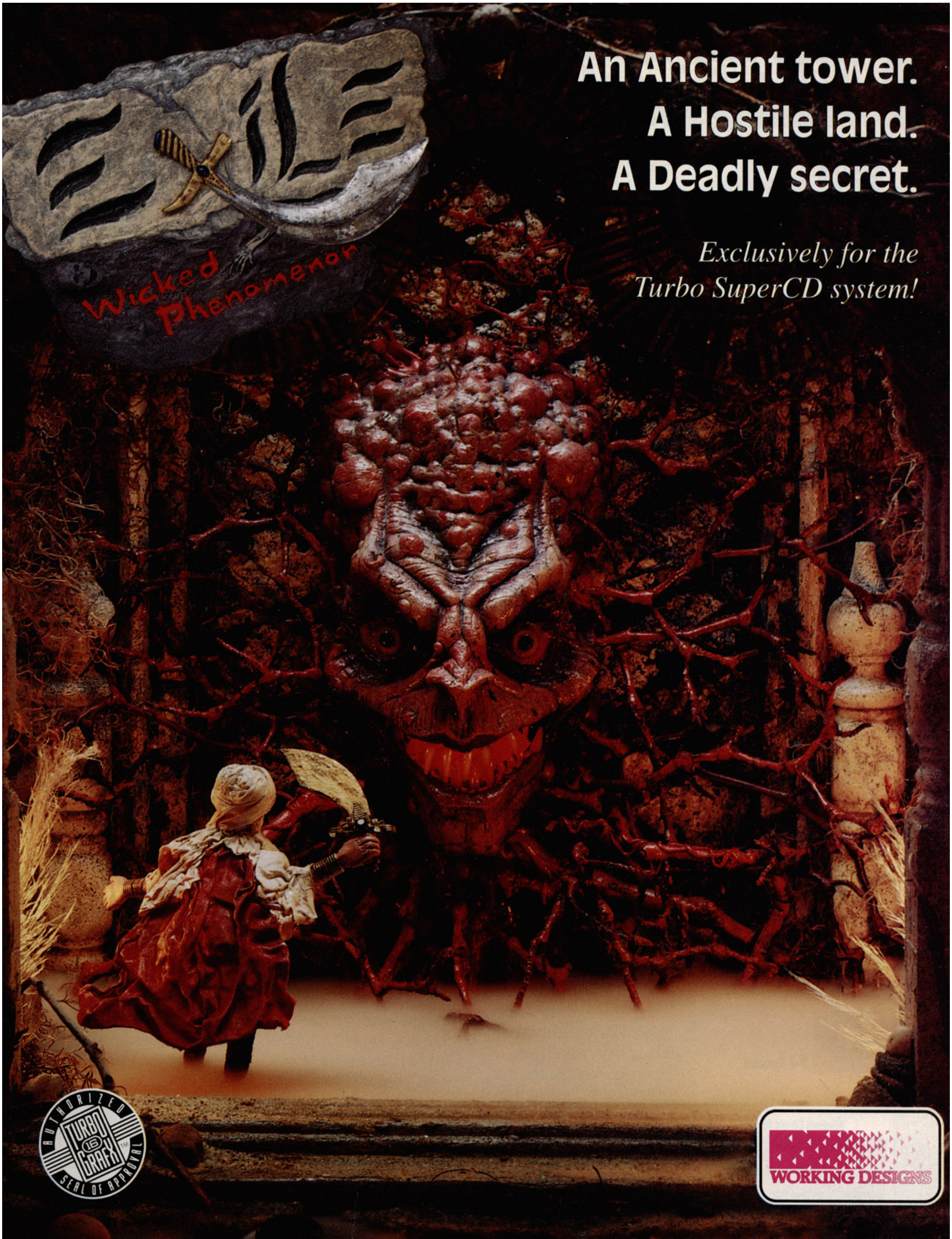
/2000
RANDOM 4500000170.1

PROTIP: Gaia doesn't know much, but he knows what he likes. If he's happy, you're doin' OK. If he's sad, get cracking! Gaia's Enemy #1 is pollution.

Nonetheless, the game's got its positive aspects: A stirring musical score and the epic time-scale lend majesty to the proceedings. You also get the Fickle Deity Factor: What could be more fun than reaching down from the skies to raise a mountain out of a densely-inhabited plain, not to mention the disease, pestilence, and random acts of catastrophic brutality also at your disposal?

The Gods of Rock

The true fun of SimEarth comes from setting impossible or implausible evolutionary goals, and bending the forces of nature to your will. The manual is woefully inadequate, so this CD will yield its secrets only to relentless experimentation. But then, what's to worry? The Sun won't explode for 10 billion years. **G**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TURBOCHIP PROREVIEW

Magical Chase

By Kay Oss

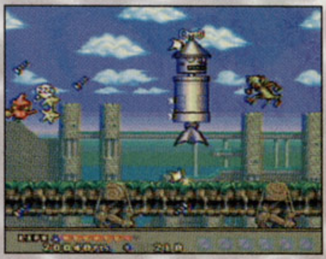
TTI's bewitching shooter will take you through six, colorful, side-scrolling stages. Flying high on her broomstick, Ripple the wannabe witch must capture six demons, which she let out of her mentor's forbidden book, Sleeping Demons. Although it may look and sound cartoony and kiddish, this cart can hold its own in intermediate shooting wars.

Although its graphics and sounds are cutesy and cartoony, Magical Chase by TTI is not just for kids. Its six stages of shoot-em-up action will give even fairly strong thumbs a workout. For die-hard shooter fans, however, Magical Chase's spell doesn't last long.

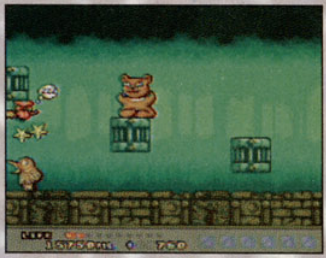
Twinkle Little Star

While she was only a witch in-training, Ripple opened the forbidden book, *Sleeping Demons*, and six demons escaped. Jumping on her broomstick, she set off with two twinkling star friends, Topsy and Turvey, on a quest to bring the demons back. Now Ripple voyages through six cartoony stages, called Seals – Wall Town, Ruins, Dual Snake, Block Maze, Hell Fire, and Sanctuary.

Although the Seals look and sound innocent, they can be tough. TTI's loaded the screen with colorful, well-drawn, bizarre-looking meanies, like spitting cubes, jumping trees, and large teddy bears. Some shoot projectiles, while others only need to bump into you to steal your life hearts. Each Seal has a mid-level boss. Each end-level boss is, of course, one of the six demons you need to recapture. If it all sounds too much for beginning broom-slingers, don't worry – TTI has included three Difficulty settings: Breeze, Bumpy, and Rough.



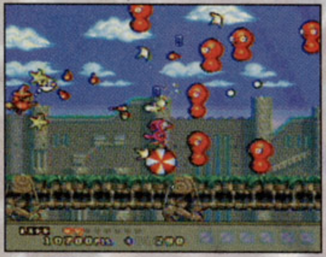
PROTIP: When fighting end-level Demons, keep Topsy and Turvy in front of you. They block projectile shots, which frees you to fire at the boss.



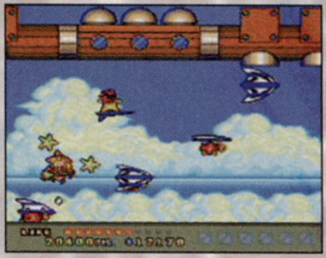
PROTIP: Don't shoot the big Teddy Bears in the second Seal. When hit, they break into several deadly little Teddies.

Hocus Pocus

Luckily, Ripple has learned a little magic to protect herself. She can upgrade her regular weak weapon at the floating pumpkin Magic Shop, which appears at least twice in each Seal. If you've earned enough crystals, which you gather after blasting an enemy, you can choose among eight stronger weapons. You also can buy hearts to replenish Ripple's starting eight. The game's unlimited continues help to keep the challenge down, and you continue with the last weapon you bought. However, you start back at the beginning of the Seal when you die.



PROTIP: Blast the bird running on a ball, and it'll cough up a row of crystals.



PROTIP: The Skateboarders cough up Lollipops that restore life.

Bewitching Tale

With its intermediate challenge and better-than-average graphics, Magical Chase won't cast a spell on you, but it may keep you hypnotized for a few hours. Is Ripple a good witch or a bad witch? You should definitely pick up Magical Chase and find out for yourself. ◼

Weapons for a Price

Swing Shot

Bubble

Bound

Balkan

Wave

3-Way

Magic Homing

X 4 Special

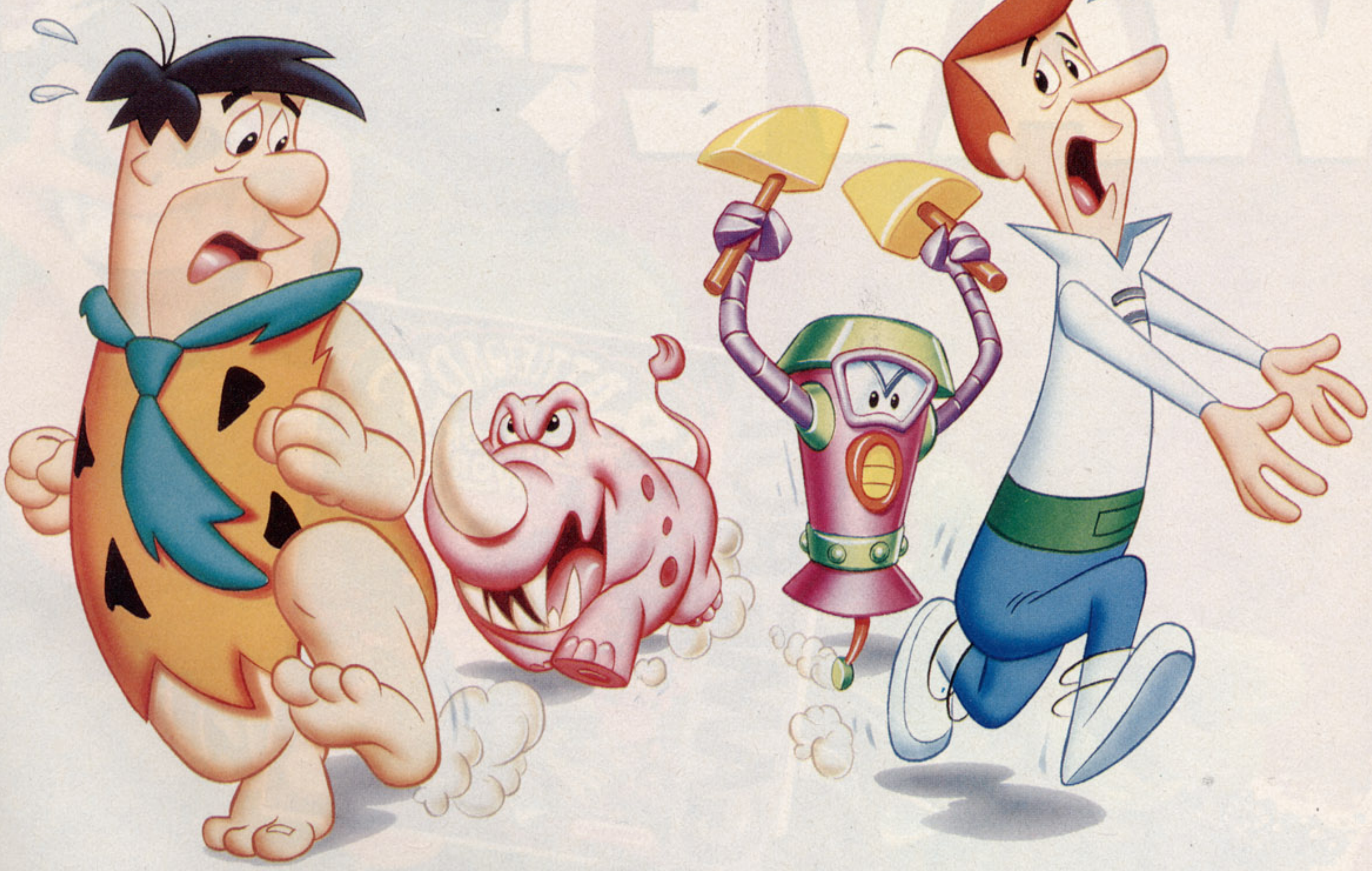
Magical Chase by TTI

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.0	ADJ. Adjustable

$49.99
Available April
Shooter

One player
Unlimited continues

Stone Age Action! Space Age Adventure!



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Monster robots are attacking George's home town, Orbit City! He gets help from Jane, Judy, Elroy and even Astro in his attempt to stop the invasion and turn the robots into tin cans!

Nintendo
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The JETSONS
ROBOT PANIC
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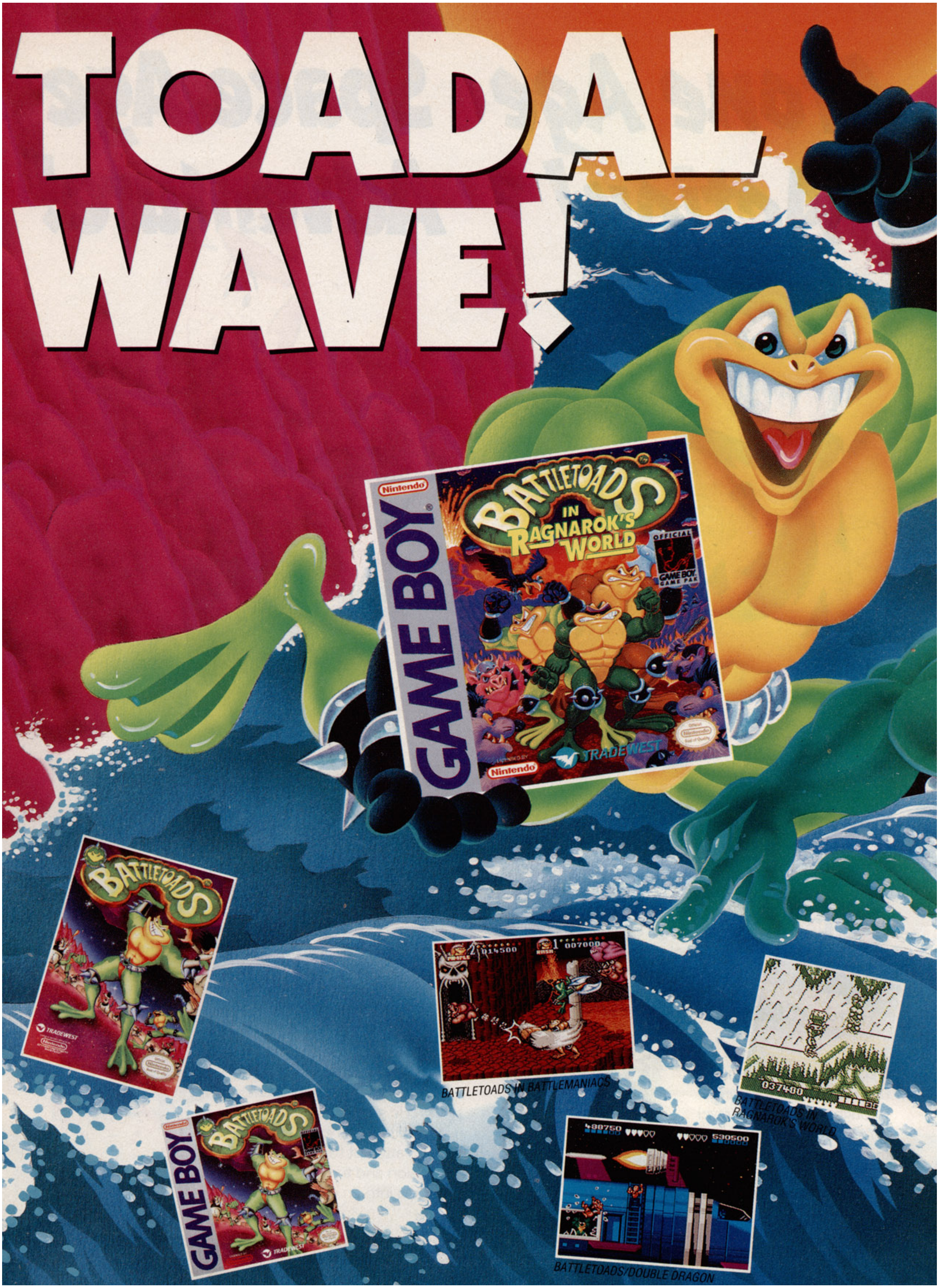
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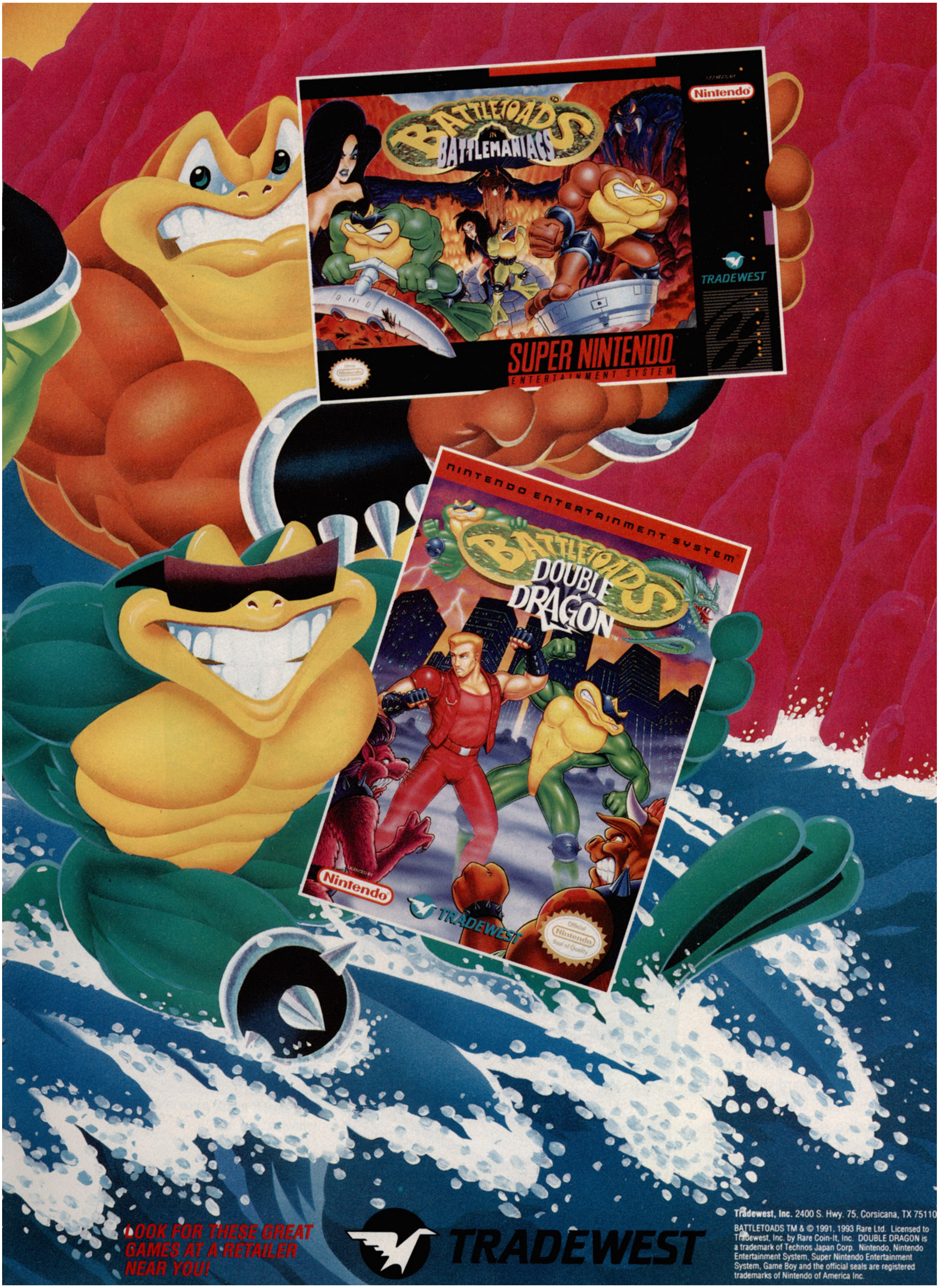
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OVERSEAS PROSPECTS

POPULOUS II

By Brother Buzz

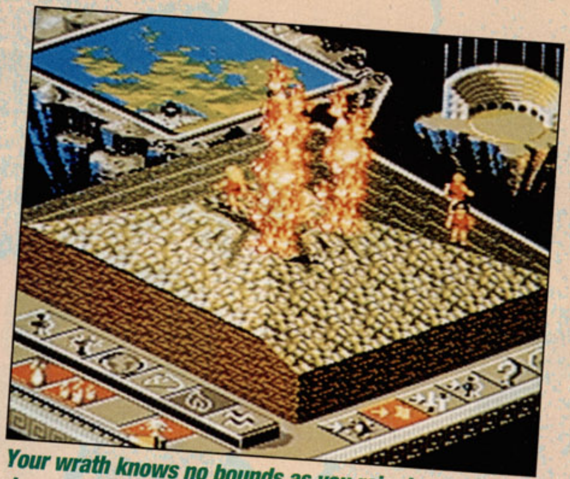
If your need to breed extends beyond SimAnt's Super Famicom insect world, check out Populous II by Imagineer. As in Populous, you play God to an industrious and faithful group of humanoid followers. Using your almighty powers, you enable them to go forth, multiply, and conquer worlds in your name.

This time you're not just any god – you're a Greek God straight from Greek mythology. As one of the many children of Zeus, the All-Father, you must earn your rightful place among the Gods on Mount Olympus by defeating divine opponents who rule the worlds of Populous II.

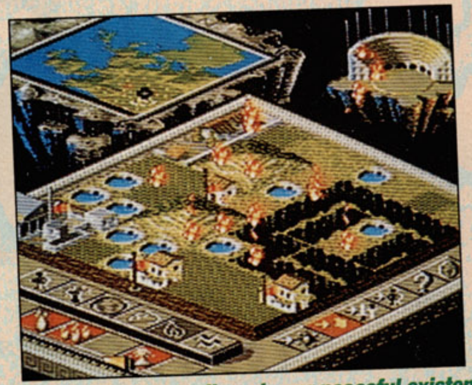
In order to exert you omniscient power, you must help your followers overrun the worlds of other Gods, which are populated by their loyal servants. You conduct this titanic struggle by causing natural disasters to fall on your opposing Gods' earthbound populaces, or by sending armies in your name to "convert" the wayward sheep over to your fold...with extreme prejudice, of course! Additionally, your people must find habitable land to manipulate and grow crops. They must create an environment of survival and prosperity. With your guidance, they'll build villages, cities, and great civilizations, which in turn helps your climb up the Olympic ladder.

Populous II features the same imaginative, ¾ overhead-view and 3D graphics that made the original Populous so...err...popular. The appropriately God-like view of the action encompasses the main playing surface, which resembles a board game floating in outer space. People, structures, and terrain scroll across the surface as you move your view around your world. This time, there's also a far-out, floating "mini-board" that displays a satellite view of the section of the world that you're currently manipulating.

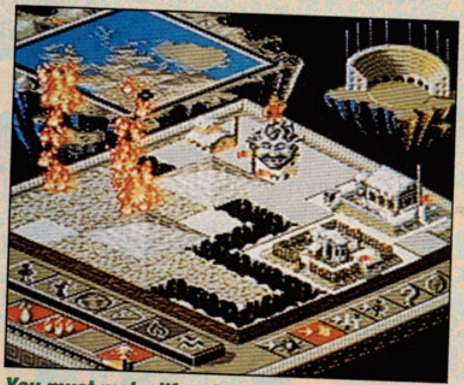
This game smacks slightly of religious fanaticism, but it's fun religious fanaticism. Populous II may just make a believer out of you, yet!



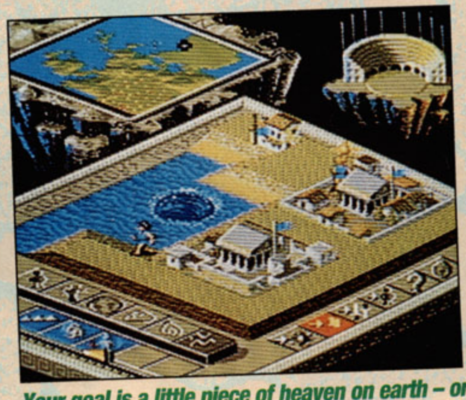
Your wrath knows no bounds as you rain destruction down on the pagans.



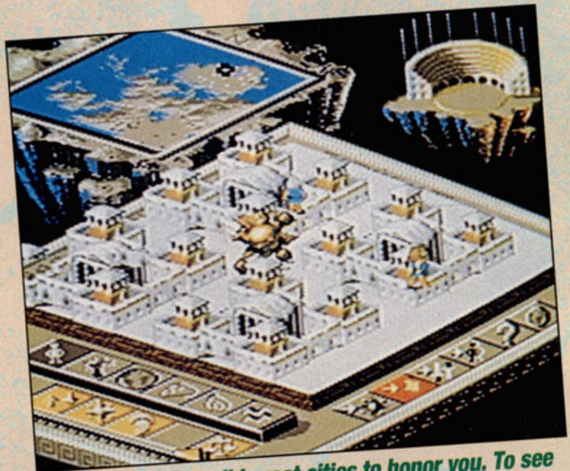
Even Zeus tries to disrupt your peaceful existence.



You must make life miserable for your foe's people.



Your goal is a little piece of heaven on earth – or wherever.



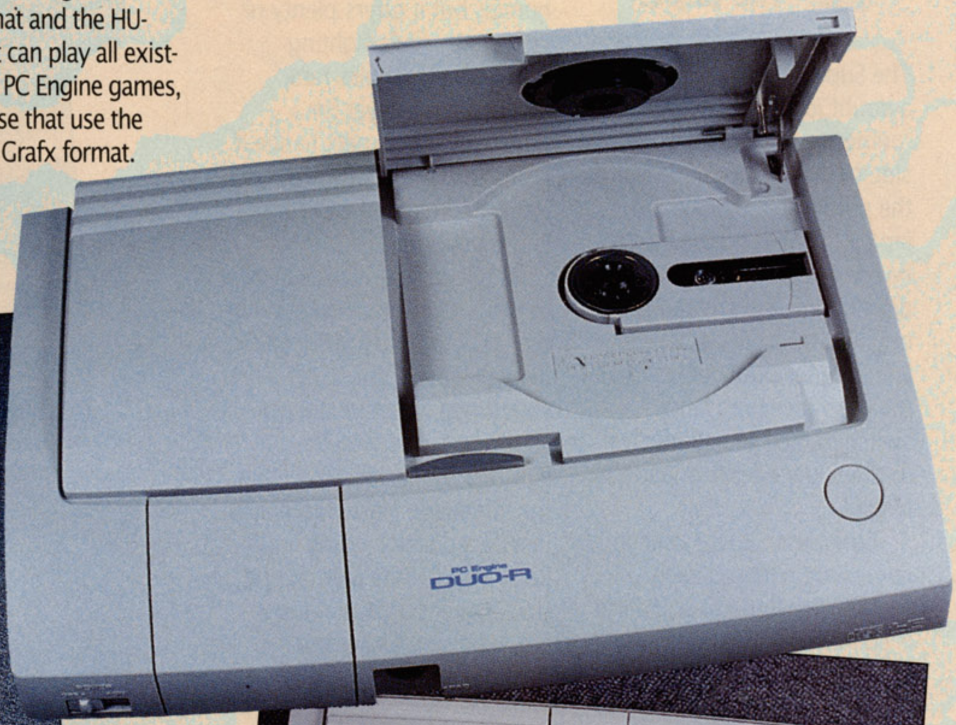
Your people will build great cities to honor you. To see where you are in the world, check out your satellite view.

THE PC ENGINE DUO-R

By Nob

TTI's Duo is just beginning to establish itself in the U.S., but in Japan a second PC Engine Duo has arrived. At the end of March, NEC (TTI's Japanese hardware counterpart) launched in Japan the PC Engine Duo-R, the second generation of their integrated HU-card (TurboChip) and CD-ROM game system.

Surprisingly, NEC managed to slash the price without sacrificing performance. The Duo-R retains the original's Super CD format and the HU-card port, so it can play all existing and future PC Engine games, except for those that use the defunct Super Grafx format.



PC Engine
DUO-R

Duo-R Features

The first difference to catch your eye will be the Duo-R's warm, off-white design, which greatly contrasts with the Duo's macho black color. NEC claimed the color was changed because the black plastic was expensive and difficult to mold uniformly. Moreover, they believe white appeals to a different segment of video game consumers. In addition to the new coloring, the overall design is more rounded.

More striking than the major design alterations is the system's price – 39,800 yen ($350), which is 20,000 yen ($175) lower than the Duo.

The price, however, comes at a cost. Duo-R has moved away from portability, which is evident from its lack of a battery backup, car adapter connector, headphone jack, volume control, and CD cover lock. Granted, hooking up the Duo on the road is an involved task, but the original Duo was designed for use anywhere with auxiliary power. The Duo-R is intended strictly for at-home operation. Consequently, NEC has stated that it will keep the original Duo on the market to accommodate users who may want to take the system on the road.

One obvious shortcoming of the Duo-R is its single controller jack, an unfathomable holdover from past PC Engine designs. Now that Street Fighter II: Champion Edition is being launched as a HU-card game, along with brand new six-button controllers, the absence of a second controller port is annoying. Two-player action will require the purchase of a Multi-Tap adapter.

Duo to the Rescue

Since NEC game hardware is typically discounted by 25 percent at Japanese electronics stores, the Duo-R will be competitively priced against other Japanese game machines.

The Duo-R's aggressive pricing and the arrival of Street Fighter II: Champion Edition for the Duo could revive the flagging fortunes of NEC in the Japanese home entertainment-market. NEC certainly hopes so, since they plan to sell 450,000 units in Japan within the first year, a figure that is close to half the number of NEC CD-ROM machines sold to date.

MADE IN JAPAN

By Betamax Boy

The Super Famicom Rules!

The Super Famicom is without a doubt *ichiban* (that's "numero uno") on the other side of the Pacific. Since it's the primo 16-bit system in Japan, the SF is blessed with heavy software support. Most developers who created the original Famicom (NES) and P.C. Engine (Duo) games of the past have long since switched their affections over to the Super Famicom and the Mega CD.

Countless Super Famicom games are released each month. The flood of software is so massive that relatively few of them make their way to the U.S.

While game carts are still pretty expensive in the States, in Japan games are discounted heavily after a few months. A cart that cost 7,500 yen (approximately $70) on release in January can be had for 3,000 yen ($25) in March of that same year. Here are some of the hottest new Super Famicom carts that just might make it Stateside.

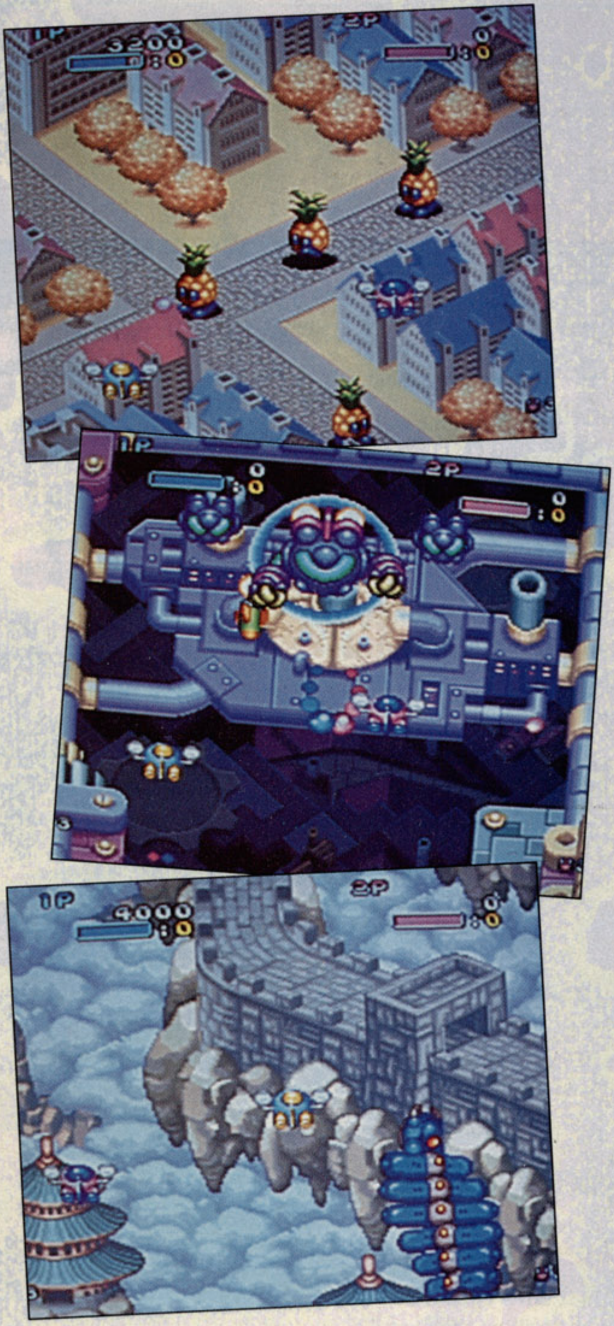
Super Famicom Hits

First, from Culture Brain, comes Super Chinese World 2, the latest in the "Ninja Boy" series. Although this cart was ho-hum on the Famicom, its major 16-bit facelift may make it more attractive to gamers. Those plucky little ninjas, Jack and Ryu, are back again to save Chinaland from the forces of evil. This game is heavy on obscure Japanese humor, but it offers plenty of crisp, cute, ninja-fighting action. The graphics rank among the best yet for a home system. Expect to see it in the U.S. soon, with a poorly translated manual and some English subtitles.

Movie games, which tend to get a lukewarm reception in the U.S. (does anyone even own a Home Alone cart?), are an entirely different story in Japan. Super Back to the Future 2 by Toshiba EMI stars the inimitable Marty McFly in a fast-paced action game á la Rock Man ("Mega Man" in the U.S.). Other cult hits in Japan are Activision's Aliens vs. Predator and Konami's Batman Returns.

Taito has a spectacular new shoot-em-up, Darius...3! Like the other Darius games, this one features mucho power-ups. However, this time around you choose your own path through 26 zones.

Noigear is Wolf Team/Telenet's new Super Famicom RPG/action/adventure effort, and it ought to settle anyone's need for hack 'n' slash speed. In this game, you're on an epic treasure hunt across a huge world infested with fantastic and unfriendly creatures. Picture a combination of Phantasy Star, Ultima, and Lunar. By not using a massive splash of color, giant sprites, or Mode 7, Wolf Team has kept Noigear in high gear! It was well worth the sacrifice.



Pop 'N' Twin Bee is a dazzling, spectacular shoot-em-up from Konami. It's the 16-bit version of the classic Japanese shooter, Twin Bee, which has appeared over the years on the Famicom, the Game Boy, and the P.C. Engine. This game is hot but bizarre, much like Konami's Parodius (see Overseas ProSpects, Oct. '92). In this game, you'll find big, goofy-looking enemies and the power-ups are fruit. It looks like a joke, but Pop 'N' Twin Bee is fun, really fun, and the blistering speed will knock your socks off.

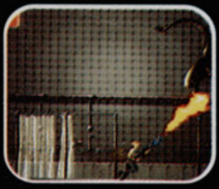
International Aspirations

This is just a sampling of the awesome Super Famicom carts available in Japan. Keep your eyes peeled and your thumbs loose for other great Japanese games coming to America. G

BAD TO THE BONE!

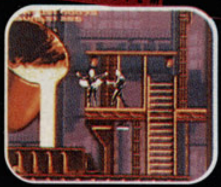
ALIEN³
3 TIMES THE SUSPENSE
3 TIMES THE DANGER
3 TIMES THE TERROR
LICENSED BY Nintendo
SUPER NINTENDO ENTERTAINMENT SYSTEM
T2
TERMINATOR 2 JUDGMENT DAY
LICENSED BY Nintendo
YOU ARE A LONE WARRIOR SENT BACK TO SAVE THE FUTURE!
SUPER NINTENDO ENTERTAINMENT SYSTEM

FEEL THE TERROR!



EXPLOSIVE FIREPOWER

DESTROY CYBER-DYNE RESEARCH



HASTA LA VISTA, BABY!

THE FUTURE IS IN YOUR HANDS AS A LONE WARRIOR IN THE ULTIMATE METAL-WRENCHING BATTLE AGAINST THE MIMETIC POLYALLOY T-1000 TERMINATOR.

EXPERIENCE 3 TIMES THE TERROR BLASTING DEADLY FACE-HUGGERS, ACID-SPITTING ALIENS AND THE EGG-LAYING QUEEN WITH YOUR FLAME THROWER. GET READY FOR HEART POUNDING ACTION, EXPLOSIVE FIREPOWER AND AWESOME GRAPHICS AND GAME PLAY!

THEY'RE BIG, THEY'RE BAD AND THEY'RE BACK ON SUPER NES™!

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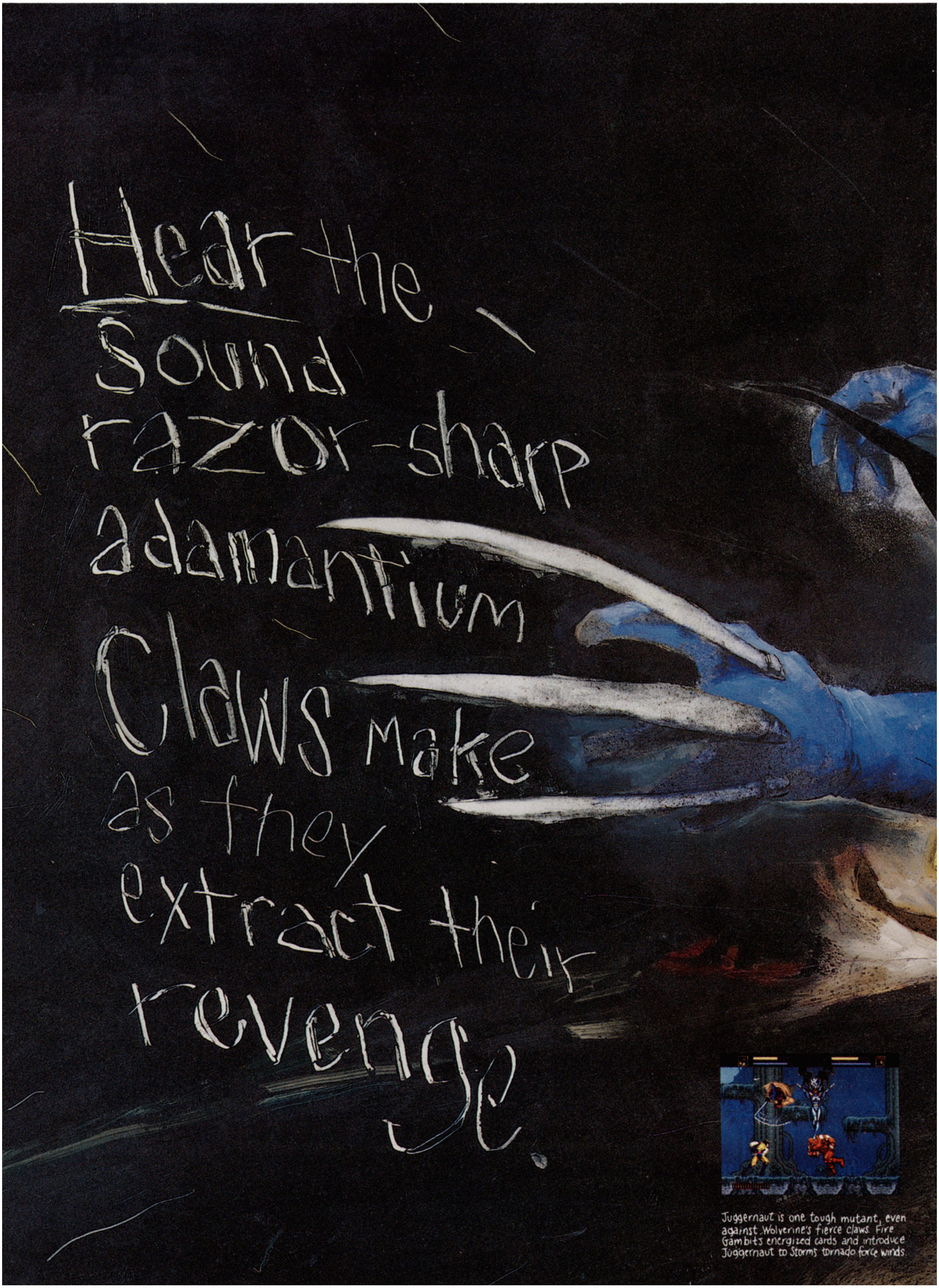
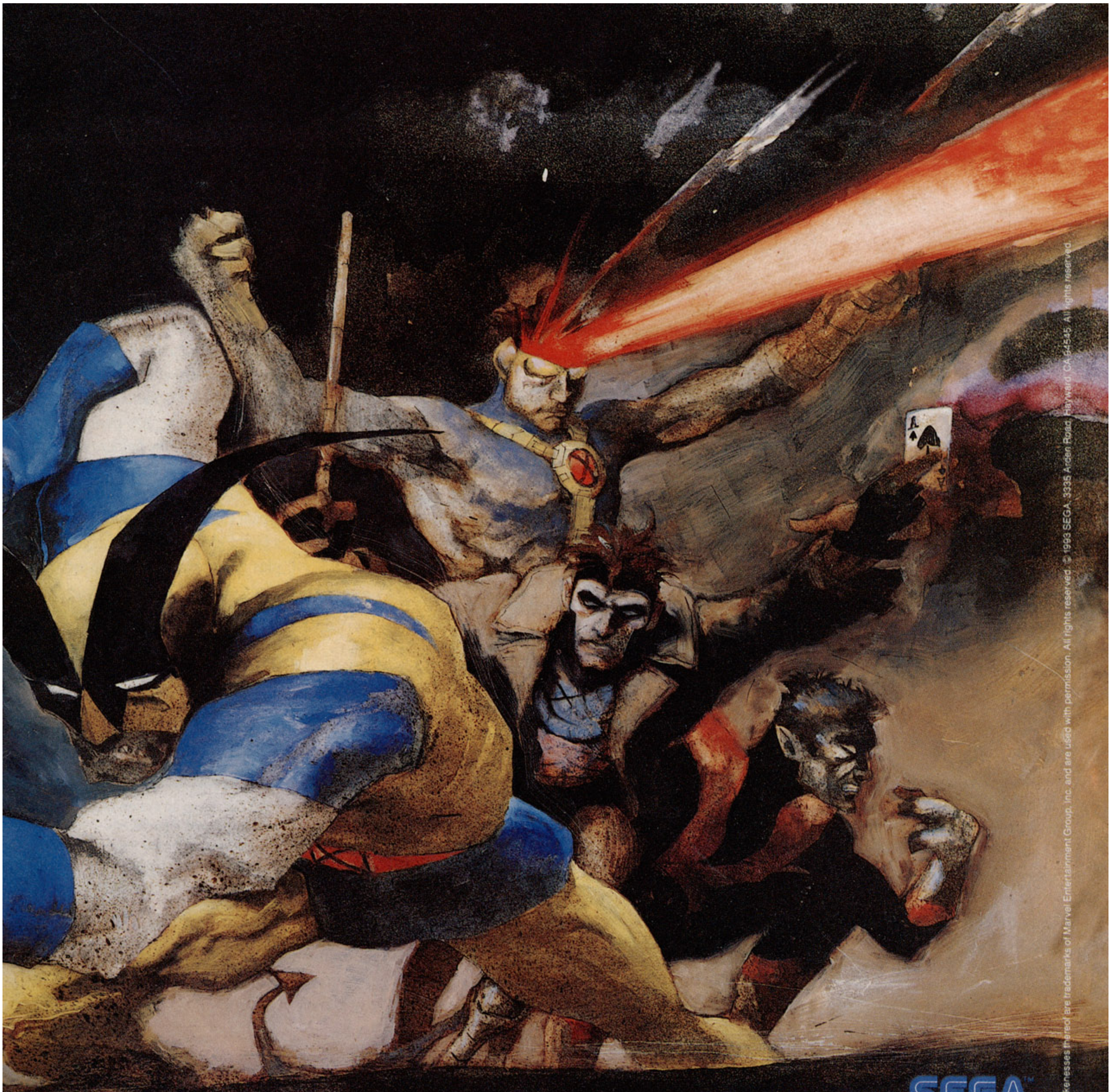

Hear the sound
razor-sharp
adamantium
Claws make
as they
extract their
revenge.

Juggernaut is one tough mutant, even against Wolverine's fierce claws. Fire Gambits energized cards and introduce Juggernaut to Storms tornado force winds.



SEGA

GENESIS

Welcome to the next level™

Sabretooth growls his defiance. Cyclops needs Archangel's razor sharp blades to help Nightcrawler send him back to his maker.

Cyclops watches for Sentinel attacks as Gambit uses Iceman's bridge to annihilate the hovering Sentinel.

The final battle takes place on Asteroid M. Defeat Magneto's Acolytes and the Master of Magnetism appears.

GENESIS
X-MEN
SPECIAL EDITION POSTER INSIDE!
Includes maps & hints
SEGA

MARVEL COMICS

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Baseball

The Sports Page

JUNE 1993

Now Batting for Accolade, Al Michaels

Al Michaels Announces HardBall III

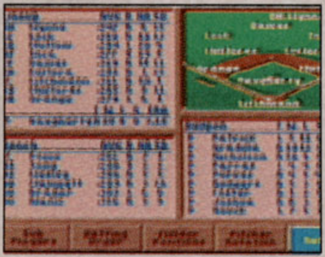
Genesis

By Capt. Controller

The "personality" hook in Al Michaels Announces HardBall III is obviously the nonstop, play-by-play commentary by Emmy Award-winning sportscaster, Al Michaels. Michaels' voice stars, but it won't upstage this cart's nifty baseball features.

Frankenstein Baseball

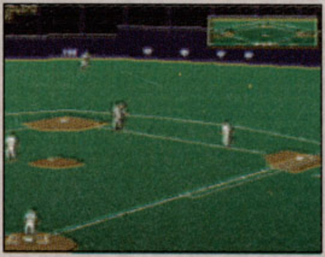
HardBall III bends over backwards to enable you to play baseball the way you like it. In this one- or two-player game, you can choose to play one Exhibition Game, play a 162-game season, play for the Division crown, challenge for the League Championship, or go for the World Championship.



PROTIP: Each team's roster is accompanied by the players' stats, which are divided into 25 categories. Read the stats carefully to create winning lineups.

The cart uses all of the rules of professional baseball, but not the pro players and teams. Players do not play according to real-life pro stats, either. However, the game's editing features go a long way toward enabling you to recreate the professional teams and players. You get all 26 Major League ballparks, and the game's default teams represent all 26 pro cities. You can change team names, players' names, and uniform numbers. You can even change uniform colors and redesign the team logo.

Al Michaels Announces
HardBall III



PROTIP: Once you hit the ball, timing is the key to a successful play. To run the bases, press the directional pad toward the next base you want to reach.

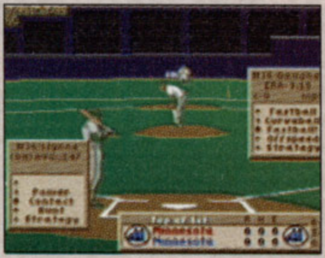
To back up the cosmetic changes, you can adjust each player's playing capabilities. You can alter running speed, adjust arm strength, determine throwing arm, and set up the batting stance (left-handed, right-handed, or switch hitting). Moreover, you can alter five stats that govern a fielder's on-field actions – batting average, home runs hit, RBIs, stolen bases, and errors per season. Adjustable pitcher's statistics include Earned Run Average, Wins, Losses, Saves, Speed, Stamina, and Accuracy.

This Cart Can Play!

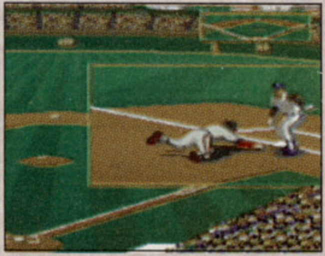
On the field, your team makes the plays! You can make fielders dive or leap to make catches. If they miss, you can switch control to the next closest player. Fielders can also hit for power, or just make contact. This cart also offers a special "team effort" option, which makes your teammates automatically back you up during a play.

On offense, batters can swing through seven Swing Areas, such as High & Inside and Low & Outside. You can also groove your stroke with the great Batting Practice option, where the cart throws you the pitch you want to practice hitting.

The graphics in HardBall III swing from outstanding to just average. You pitch and bat from a behind-the-batter view. The batter's swing is the smoothest and sweetest of any video baseball game around. On the other hand, the high-stepping, arm-pumping running style of the fielders is clownish. Nice graphic extras include an Instant Replay feature, which enables you to put together a Highlights reel from each game, plus gives extreme close-up views of close plays at any base.



PROTIP: Keep an eye on your pitcher's endurance, since he will eventually get tired and need to be replaced.



Safe!

So Real It Hurts

As with most sports simulations, the more you know about real-life baseball, the better you'll be at HardBall III. However, this cart's great editing features also challenge you to put your stats where your mouth is! HardBall plays hardball. G

Al Michaels Announces HardBall III
by Accolade

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.0	4.0	INT. Intermediate

$59.99
8 megs
Available now

Baseball
One player
Battery backup

RBI '93 Returns – Better than Ever!

RBI '93 Genesis

By Weekend Warrior

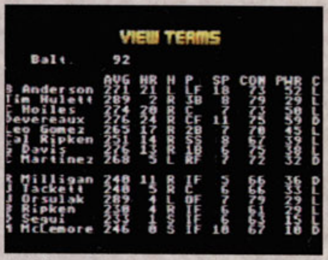
The "Boys of Summer" are back in RBI '93, an improved and updated version of the classic RBI Baseball series for the Genesis. Licensed by the Major League Baseball Players Association, RBI '93 features complete up-to-date rosters for all 28 Major League teams, including the Florida and Colorado expansion teams. In addition to enabling you to play all your favorite baseball heroes, this game's loaded with new options and features that make it a must-play for all baseball fans. Batter up!

Play Ball!

RBI '93's prolific set-up features give it appeal to video ball players of all calibers. Play a single game, a best-of-seven tournament, or a division race. You can even take on every team in the league. Go solo against the computer, butt bats against a buddy, or select the teams and watch the computer play itself while you munch on peanuts and hot dogs in the box seats.

If you are worried about challenge, don't! You can set difficulty at Easy, Normal, or Hard. RBI '93 plays each team and player according to its real-life strengths and weaknesses, so novices definitely don't want to start off by taking on Oakland or Toronto in the Hard setting. If things really get tough, a password feature enables you to pick up play throughout your entire season.

In addition to the '93 Major League rosters, you can play the Division Champs from '84-'91 and the '89, '90, and '91 All-Star teams from both divisions. For more team mixing and matching, the Create Teams mode enables fans to build an ultimate "Dream Team" from all the rosters in the cart. And since you have rosters from seasons past, you can pick certain players from their better seasons.



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VIEW TEAMS
 Balt.      92
             AVG HR H P  SP COM PWR C
B Anderson  271 21 L LF 18  73  52 L
Tim Hulett  289  2 R 3B  8  79  29 L
C Hoiles    274 20 R C   7  73  50 L
Devereaux   276 24 R CF 11  75  59 D
Leo Gomez   265 17 R 2B  7  70  45 L
al Ripken   251 14 R SS  8  67  39 L
 Davis      276 13 R 1B  6  75  38 L
 Martinez   268  5 L RF  7  72  32 D

R Milligan  240 11 R IF  5  66  36 D
J Tackett   240  5 R C   6  66  33 L
J Orsulak   289  4 L OF  7  79  29 L
B Ripken    230  4 R IF  6  61  29 L
D Segui     233  1 S IF  6  63  15 L
M McLemore  246  0 S IF 18  67  10 D
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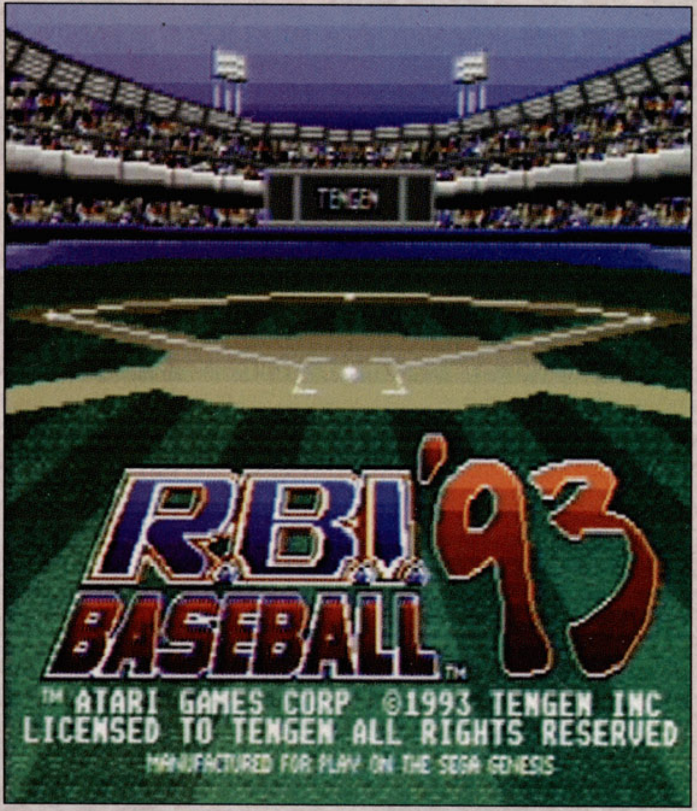
Making a list, and checking it twice.


TENGEN
R.B.I. BASEBALL '93™
™ ATARI GAMES CORP ©1993 TENGEN INC
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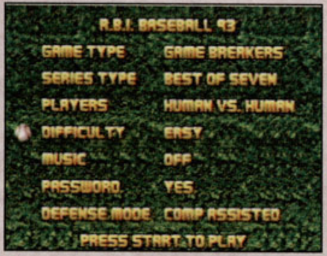
MANUFACTURED FOR PLAY ON THE SEGA GENESIS

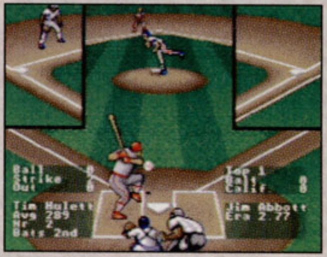


R.B.I. BASEBALL 93
GAME TYPE GAME BREAKERS
SERIES TYPE BEST OF SEVEN
PLAYERS HUMAN VS. HUMAN
DIFFICULTY EASY
MUSIC OFF
PASSWORD YES
DEFENSE MODE COMP ASSISTED
PRESS START TO PLAY

Name your game.

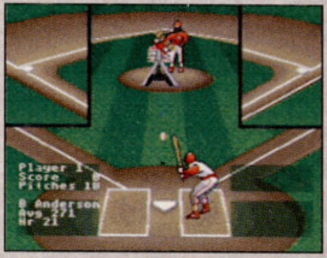
RBI '93 is the statistics-enthusiast's friend. It provides detailed stats of all teams and players to help you make decisions. The computer also automatically updates each player's stats during games and throughout the season.

PROTIP: Before the pitch, keep moving in the batter's box to offset the pitcher's aim.



PROTIP: Inside pitches have a better chance of striking out batters.

If all these features aren't enough to keep your bat up, other new options include a great "situations" mini-ball game and 17 different "Game Breaker" situations based on actual baseball lore. (It's the last game of the series, bottom of the ninth, two men out, the winning run is on base, and you're up at bat – what are you going to do?!) You also get a more active pitcher, the ability to switch between computer-assisted and unassisted defense, and a defense Practice mode to hone your fielding skills. As in RBI 4, you also get to choose any player and enter him in a 20-pitch Competition in the Home Run Derby.



Crackin' wood in the Home Run Derby.

PROTIP: Listen closely to the announcer as he I.D.'s the defensive player with the best chance of fielding the ball.

Pennant Possibilities

The market is glutted with baseball games for all of the systems. To stand out, a game must have excellent features, sharp graphics, responsive controls, and excellent sound and graphic effects. RBI '93 scores on all counts. You don't have to read the manual to play the game, but it's detail includes complete rosters and stats for die-hard baseball fanatics. It's a safe bet that RBI '93 will vie for the title of Best Baseball Cart of the Season! Play ball! G

RBI '93 by Tengen

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.5	4.0	4.5	4.5	Adjustable

$59.95	Sports
8 megs	Two players
Available now	Password

Jaleco Loads up the Number Four Spot

Bases Loaded 4

Nintendo

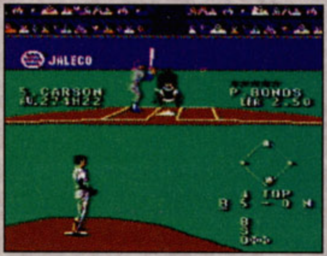
By Otter Matic

Jaleco's Bases Loaded 4 for the NES proves that sequels can be better than their predecessors. Bases Loaded 4 combines the highly addictive, single-season baseball game play from Bases Loaded 1 and 2 with the snappy graphics and cool features of Bases Loaded 3.

Family History

Bases Loaded 1 and 2 scored as two highly playable baseball carts, which featured multi-game seasons, player substitutions, and two-player competition. In Bases Loaded 3, Jaleco rolled out one of the best-looking baseball games for the NES. It featured sharply detailed and smoothly animated players. BL 3 also had some cool pitching and base running controls, but it abandoned the season play mode for a five-game exercise, where the CPU evaluated and rated your team's overall stats at the end.

Jaleco's 4th contender for the video baseball Hall of Fame is their best yet, combining BL 3's hot looks with BL 1 and 2's full-season baseball action. Other cool Bases Loaded 4 features include lineup changes, realistic player stats, smooth controls, exhibition games, two-player mode, and even a Super Series.

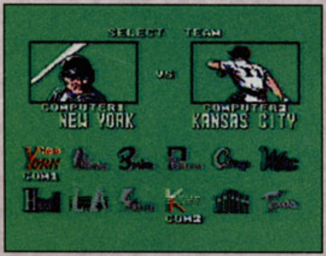


PROTIP: To avoid a slugfest, replace your pitcher when his fatigue rating exceeds four stars.

Be the Pilot of the Series

Bases Loaded 4 lets you play a one- or two-player exhibition game, or you can enter a 130-game season against the computer. The game also includes a "couch potato" mode that lets you choose two teams to watch them battle it out.

As for teams, the BL4 league includes 12 – six each in two divisions. Your goal is to capture the pennant in your division by winning 70 games. You can then qualify for the Super Series.



PROTIP: To pick a winning team, study each team's roster in the manual and use the Watch mode to find your favorite players.

A Mound with a View

The batting and pitching perspective is a simulated 3D view from behind the pitcher's mound. The graphics are much better than a view from the stands, but the ball doesn't change size from the time it leaves the pitcher's hand to when it hits the catcher's mit. This makes it hard to judge a pitch when you're hitting.

If you hit the ball, the screen switches to a center-field perspective, with an inset screen of the entire field. The running and fielding animations are at just the right level of detail to make the game fast-paced and still fun to watch.

Sounding Bored

Bases Loaded 4's musical soundtrack is a mishmash of dischordant techno-jazz that recycles pretty quickly. Fortunately, you can turn the music off and keep the sound effects active, because you'll definitely need to hear the sound cues in mid-play, like the the squeak of the ball bouncing off the grass and the sound of a runner stealing base.

Fancy Fingers

Bases Loaded 4 hits a homer when it comes to controls. The batter can swing the bat at different height levels, move in the box, and bunt. The pitcher has nine different pitches, including a curve, a change-up, and a split-fingered fastball. In addition, you can accentuate the degree of a particular pitch by tapping A during the windup. As for fielding, it's a breeze. You can make your fielders jump up or dive to catch line drives. Stealing bases is smooth, too, and your base runners slide into the bag on close plays.

Catch a fly, and you're sitting on top of the world!

"Base" Is Loaded

BL 4 combines Jaleco's best graphics and its sweetest controls to bring you a winner. For NES baseball, this cart shares the top of the mound with Roger Clemens. This diamond is an NES sports player's best friend. G

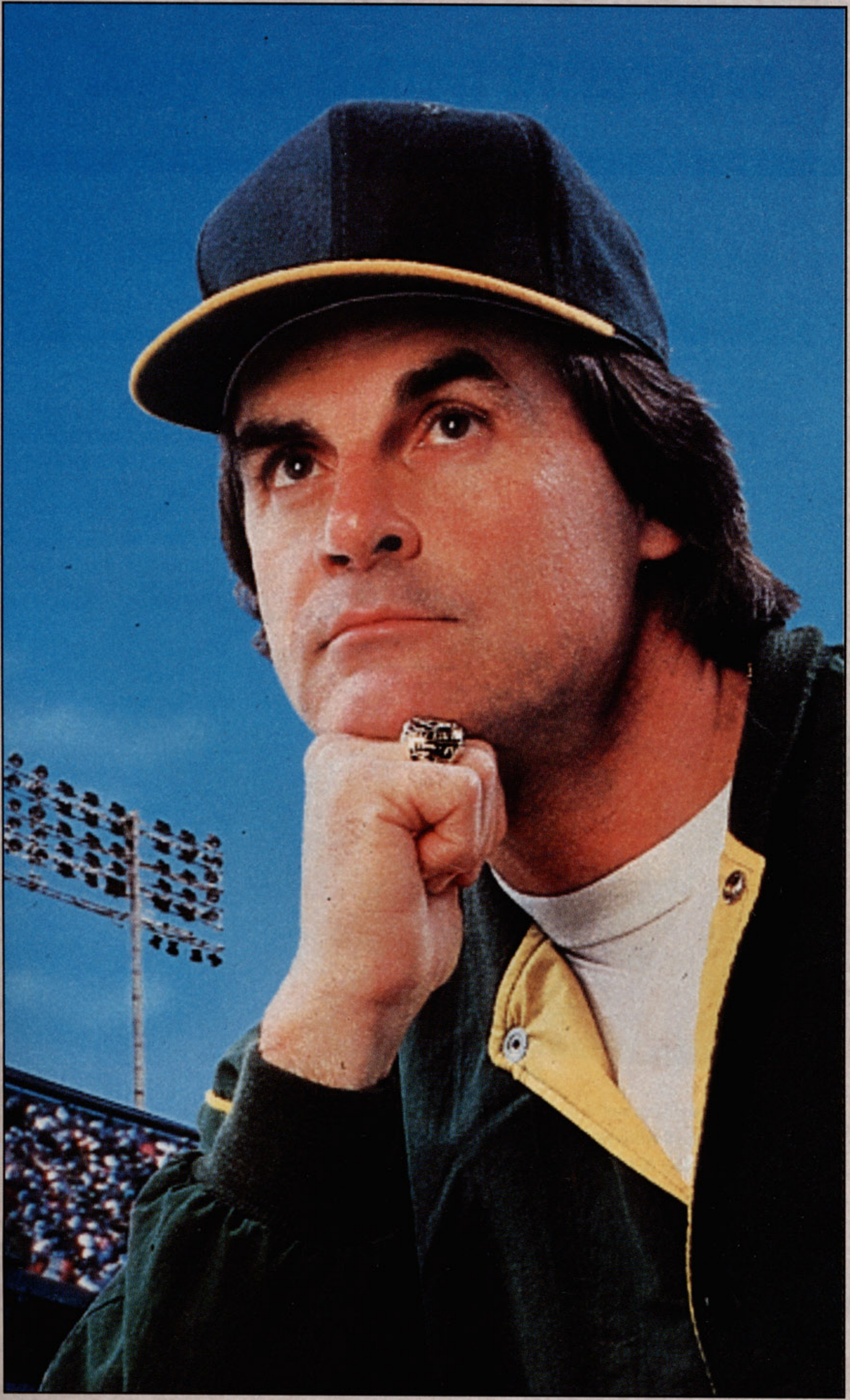
Bases Loaded 4 by Jaleco

Graphics	Sound	Control	FunFactor	Challenge
4.0	2.5	4.5	4.0	INT. Intermediate

Price not available
3 megs
Available May

Sports
Two players
Passwords

Tony La Russa Interview



GamePro caught the pitch from 1992's Manager of the Year, Tony La Russa. Check out his hardball answers to the curveball questions we threw at him.

GP: How were you involved in the development of the Tony La Russa Baseball video game?
TL: We had a series of meetings in which the design team asked me questions about all the different aspects of baseball strategy. They wanted to know how I decide on each day's lineup, how I use the bull-pen, and when I like to use the Hit and Run. It spread over several meetings and took a lot of hours. After each meeting they would go back to their offices and add the features we discussed. Then, the next time we met, we looked at how the changes turned out and discussed anything that didn't look right.

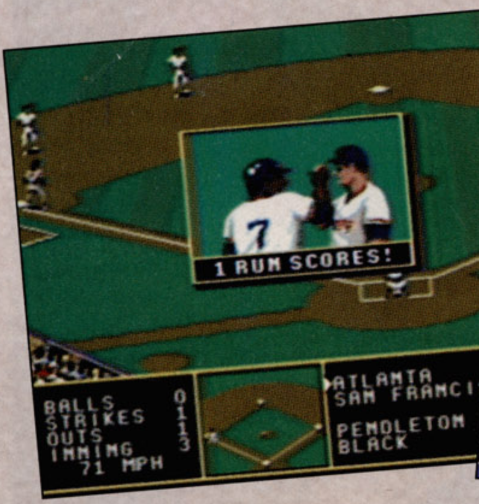
GP: What are three things about the game that make it realistic?
TL: First, it plays a full season of baseball, with injuries, the bullpen, and the whole thing. I understand that in most other video games the hitters are always healthy and the pitchers never tire. You can play this game that way if you want to, but there's more real baseball in the cartridge. When I bring Eck into a game, I always have to think to myself, "How many games in a row has he closed for us? Do I have to rest him tomorrow night against the Blue Jays? Should I save him now so he can pitch for us against Toronto?" This game has that same managerial strategy.

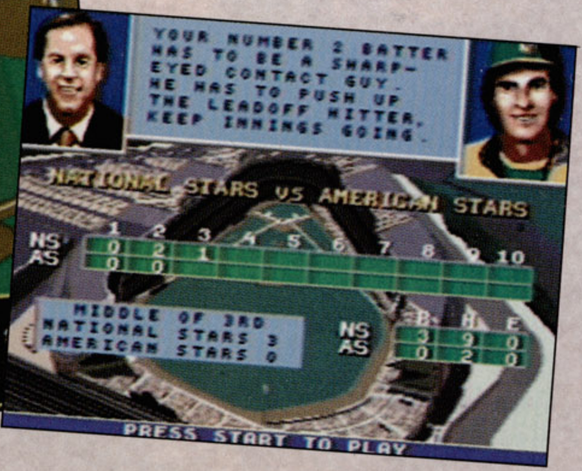
Second, it manages the team during a game. I believe a team has to always push for runs and try to make something happen. In baseball, if you sit around and wait for good things to come along, pretty soon you'll find yourself sitting on a bus in the Minor Leagues. The computer manager in the game knows that,

Continued on page 132.

so you'll see the Hit and Run, batters trying to hit behind the runner, and guys bunting to bring in the defense at the corners. If the team has players who can execute, the computer will try to do something with them.

Third, you get the stats you need to make intelligent decisions as a manager, and the players perform differently from one another on the field. Rickey Henderson really does have blazing speed, and Ozzie Smith really does make spectacular plays that other shortstops might miss. If you look in the bull pen, you can tell if a reliever has good control, whether he's tired, and how likely he is to give up a long ball. This game isn't just pretty pictures. It has real baseball built into it.




YOUR NUMBER 2 BATTER HAS TO BE A SHARP-EYED CONTACT GUY. HE HAS TO PUSH UP THE LEADOFF HITTER, KEEP INNINGS GOING.

GP: What are three things you like best about the game?

TL: *First, I like the way it looks. It looks like real baseball. The design team really paid attention to the details, and it shows. The timing, the movement, and the way the players cover the field look right.*

I think the other things that come to mind are the realistic kinds of things I just described. Those are the things that make managing a baseball team so interesting.

GP: Are the strategies in the game yours? Are the strategies realistic from a manager's perspective?

TL: *Yes, my strategies are clearly reflected in the game. A big part of the way I try to manage is to use a ball club's strengths to win games, rather than always managing each team in exactly the same way. If a club has speed, you need to be aggressive on the base paths. If the fastest player is only average, though, that strategy won't work and you'll need to look for other offensive strengths, such as the team's power.*

The computer looks at each team's players, and tries to make the most out of the skills present by managing the team intelligently. We do the same thing in real baseball.

GP: Is there anything you'd like to add to the game, maybe in the next installment?

TL: *The design team and I keep discussing things, and there are still a few more subtleties of baseball we'd like to add in a future version, along with more graphics and sounds. That's the great thing about baseball: No matter how much you study it, there's always something new in the game to learn.*

GP: Are there things that real-life managers and players can learn from this game?

TL: *I think that any time you look at different game situations and try out different strategies, it helps you think about your own baseball philosophy. What happens if you always sacrifice with a runner on first and no outs? What happens if you never sacrifice?*

Continued on page 134.

Here's a Hot Tip!

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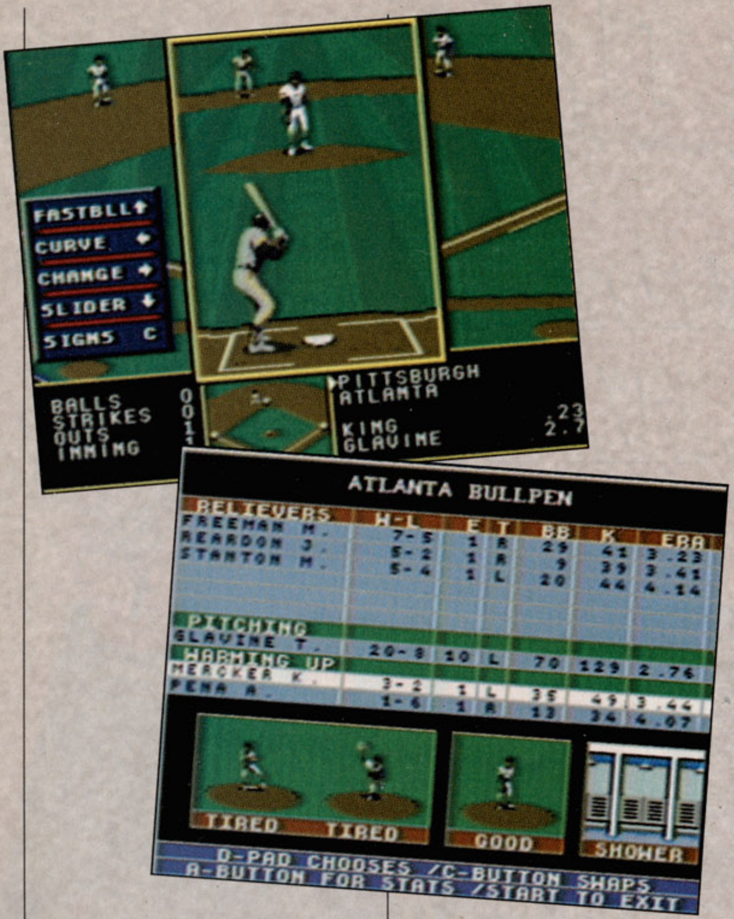

ATLANTA BULLPEN

RELIEVERS	W-L	E	T	BB	K	ERA
FREEMAN M.	7-5	1	R	29	41	3.23
REARDON J.	5-2	1	R	9	39	3.41
STANTON M.	5-4	1	L	20	44	4.14
PITCHING						
GLAVINE T.	20-8	10	L	70	129	2.76
WARMING UP						
MERCKER K.	3-2	1	L	35	49	3.44
PENA A.	1-6	1	R	13	34	4.07

D-PAD CHOOSES /C-BUTTON SWAPS
A-BUTTON FOR STATS /START TO EXIT

Continued from page 132.

After awhile, you can get a sense of what works and what doesn't, and the game can help you develop that sense. In the computer game, just like real baseball, no single strategy always works with all players and all situations. You have to base your actions on the skills of your players.

GP: Is there any team other than the Oakland A's that you like to play?

TL: *I don't own a video game system or a computer myself, so I only get to play the game when I'm meeting with the design team. I think that if I had the chance, I'd enjoy seeing the 1983 White Sox play again. That club had some great ballplayers, who were also great team leaders.*

GP: Do you have any advice for kids who aspire to be Major League baseball players or coaches?

TL: *If you want to play in the Major Leagues, you must try to play often and not necessarily play just formal games – play games with your friends, throw the ball around, and hit a few balls in the park. If you want to be a coach, you have to first have a real love for the game and an interest in learning how the game is played properly.*

GP: How will this year's A's team be different from last year's team?

TL: *Even if faces change, we emphasize the same style of play – aggressive on offense and sound on defense. The style shouldn't change just because there are different players.*

GP: Where do you think the team will finish this year? Who's going to be in the Series?

TL: *At this time in Spring training, everyone is optimistic and I believe the A's will finish first. With the A's plans and dreams, the World Series will be A's versus somebody. That's good enough for me.* G

The Sports Insider

The Ice Just Got Colder

By Otter Mattic

The sports world is tumultuous and echoing a monstrous mix of upset and glory in the wake of Mutant League Football by Electronic Arts (see The Sports Pages, May '93). MLF unleashed an unholy and unsavory group of intergalactic thugs onto the sports scene, and who better to make waves than EA, a game maker with a demonstrated mastery of video sports. But let's get one thing straight, Mutant League games do not fly the EA Sports banner!

The gory gang cuts its own path through EA's cavernous halls, and now they're taking to the ice with EA's second Mutant Sports game, Mutant League Hockey. Based very loosely (make that LOOSELY) on EA's hit hockey game, NHLPA '93, Mutant League Hockey promises to send a chill down even the toughest hockey player's spine. Players will be able to pick up weapons in mid-game and give their opponents a challenge like you've never seen before. Other cool game features include a Zambone machine that scoops up body parts in between periods. Remember, "EA Sports" and "Mutant League" do not mix.

EA Recruits College Teams

Hot off the gridiron, and also from EA, comes a college football game endorsed by the one-time San Francisco 49ers coach and two-time Stanford University coach, Bill Walsh. Bill Walsh's College Football is due out in July. The game will feature a whole new engine designed by the same team that designed John Madden Football. The game will feature 24 of the all-time greatest college teams and the top 24 college teams of 1992. Players will be able to pick from 64 plays and fool their opponents by calling bluff plays. Bill's advice will be peppered throughout the game to help you strategize.

Not a Swimsuit Issue

T•HQ and Sports Illustrated Magazine fuse two of America's favorite sports into Super Nintendo and Game Boy carts. Sports Illustrated Football/Baseball will feature a unique multilayer, password system, that enables players to easily track season-long play and tap into statistical info on teams and players. The game will have commentary during game updates written by real Sports Illustrated writers. It will also pack in a selection of hilarious bloopers for comic relief.

Baseball Meets Westworld

Tradewest, Inc. will release a futuristic SNES baseball game this summer, and it stars robot players. In Super 2020 Baseball, everyone's averages are nearly perfect. All you'll need is a few screwdrivers and a tin of oil to keep your team in tiptop shape.

Nothin' but Net

If you haven't been to an arcade recently, take your next opportunity to jump into action as your favorite NBA star in NBA Jam by Midway. The first NBA-sanctioned arcade game, NBA Jam, is a two-on-two basketball game, where you choose from 54 stars from all 27 NBA teams. Digitized graphics utilizing Midway's Scanorama graphics chip bring each players' faces and signature moves into the game, and puts them at your fingertips. If you're an NBA fan, you've gotta at least see this game! G

BONE-CRUNCHING!

SUPER HIGH IMPACT®

Super High Impact for Super NES™ brings the fast-paced action of the **BONE-CRUNCHING** arcade smash home. Choose from18 hard-charging teams and over 30 plays, from a red dog blitz to a never-say-die super fly. "Yer Toast" if the HIT-O-METER rates your tackle "Dweeb", but you can settle the score with an all-out team brawl!

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GAME BOY PROREVIEW

By Capt. Controller

Go where no man has gone before in Absolute's realistic rendition of Star Trek: The Next Generation. As a Starfleet Cadet, your first task in this command simulation is to become familiar with each of your officers.

Commander William Riker – Provides mission details and support.

Lt. Worf – Operates ship's shields, phasers, and photon torpedoes.

Lt. Commander Data – Operates navigation and sensor equipment.

Lt. Commander Geordi LaForge – Monitors the ship's power supply, oversees repairs, and determines ship damage.

Lt. Miles O'Brien – Operates transporters and tracks intruders.

Captain Jean Luc Picard – Issues mission orders and oversees the simulation.

Star Trek: The Next Generation by Absolute

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.0	INT. Intermediate

$29.95	Role-play
1 meg	One player
Available May	Password

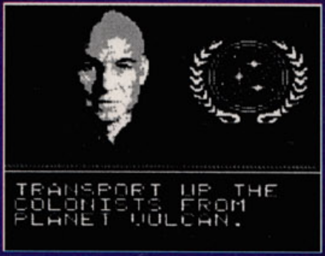
Captain's Log 9303.16.

Starfleet Academy has announced plans to use the Holodeck as a training tool for future officers. A Starfleet communique informs me that Starfleet Cadets must take part in simulated missions, which will provide them with the opportunity to command the Starship Enterprise 1701-D. The missions will be devised to challenge and hone each Cadet's leadership skills.

I am told that the missions will include time-critical rescues, supply deliveries, and battle scenarios. Cadets will fly progressively challenging missions. This training is designed to ensure that each Cadet develops into a worthy Starfleet Officer, with the ability to interpret and apply the Federation's Prime Directive, even in times of crisis.

You're In Charge

In this game, you take the Captain's Chair and lead the Enterprise through a combina-tion of action, vehicle simulation, and role-play scenarios. You get your orders from none other than Captain Jean Luc Picard of the Starship Enterprise. To graduate from the Academy, you must successfully guide the Enterprise through up to 20 extremely challenging simulations on the Holodeck.



TRANSPORT UP THE COLONISTS FROM PLANET VULCAN.

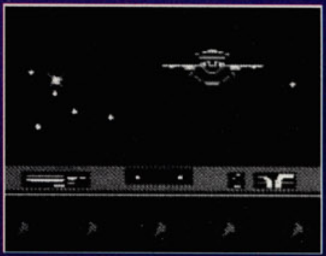
To get your assignment, join Picard in his Ready Room.

Each training mission is different. For example, Captain Picard might ask you to guide the Enterprise to a particular planet, take the ship into orbit, and deliver emergency supplies to the planet's surface. In another scenario, a hostile intruder might invade the Enterprise. Your challenge would be to locate the intruder and transport it off the ship.

Make It So

Whatever the scenario, you command the mission from the bridge of the Enterprise. When the ship is traveling in space or taking part in a combat situation, you have a clear first-person view of the bridge's tiny view-screen. As each scenario develops, the Cadet can issue commands or request status information from any of the five officers – Riker, Worf, LaForge, O'Brien, or Data (no word on what happened to the Enterprise's female officers, Troi and Crusher, or its sage advisor, Guinan).

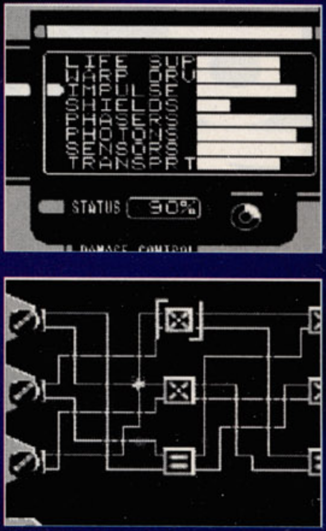
Each officer has a specific area of expertise, and can provide you with information or carry out orders. When you contact an officer, you get a one-on-one consultation, complete with a great digitized, animated picture of the officer. During Battle sequences (the game's action segments), you're in the Captain's chair, known among Trekkers as "the Con." From there you can order Phasers and Photon Torpedos to be fired, and watch the battle on the view-screen.



PROTIP: It's tough to maneuver the ship and fire simultaneously. It's easier to lock on and fire Photon Torpedos than it is to fire Phasers.

Unfortunately, TNG's sounds aren't as next generation as its graphics. Although the familiar Star Trek theme is there, the Game Boy's limitations prevent the music from generating anything more than a touch of nostalgia in eager Cadets.

The controls are as straightforward as the Game Boy's two buttons demand. Consulting with an officer and initiating different actions is a simple matter of selecting menu options and reading the on-screen data. It takes a few light years of practice, though, to remember which button to hit when.

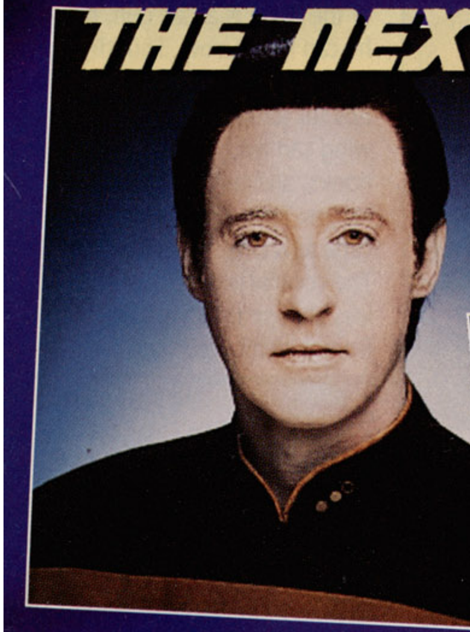


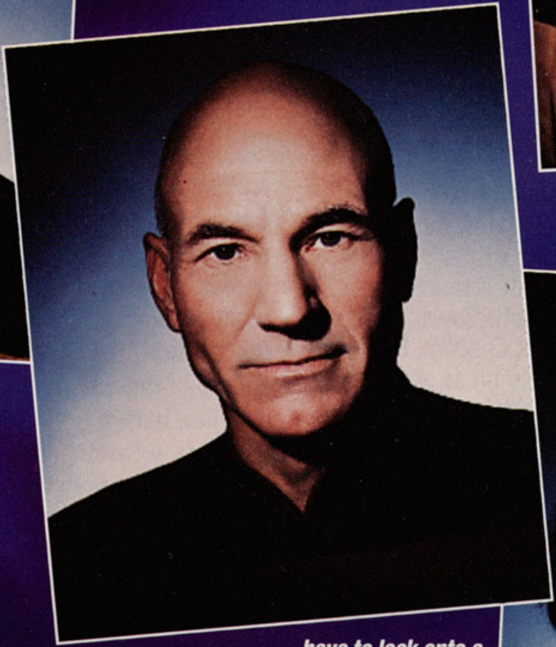
PROTIP: It's vital to maintain the ship's power. The Warp and Impulse Engines will generate power, but the Shields and Phasers will consume it. Learn to maximize power usage, especially in combat situations where engine damage might occur. You may need to have LaForge reallocate power.

Boldly Go Where No Game Boy Has Gone Before

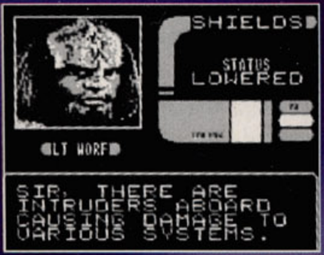
Each mission can be completed in several ways, and contains random elements to ensure long-lasting game play. The missions are very tough, so only truly qualified Cadets and those interested in sim-style games will graduate from the Starfleet Academy.

STAR TREK®
THE NEXT GENERATION™





Luckily, a password feature lets you restart the Holodeck from your last mission. The action quotient, however, probably isn't high enough for Teenage Mutant Ninja Turtle wannabees or non-Trekkers.



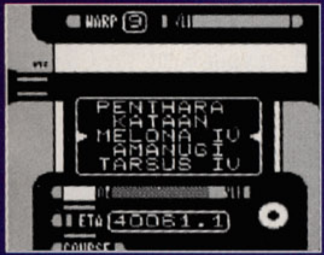
SHIELDS

STATUS LOWERED

LT WORF

SIR, THERE ARE INTRUDERS ABOARD CAUSING DAMAGE TO VARIOUS SYSTEMS.

PROTIP: Locate intruders aboard the Enterprise quickly. Capture them between Force Fields and use the Transporter to beam them off the ship.



WARP 3

PENTHARA
KATAAN
MELONA IV
AMANUGI
TARSUS IV

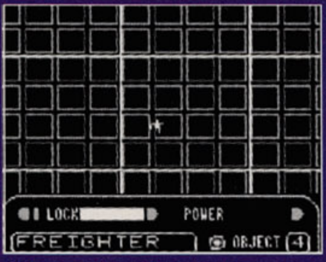
ETA 40061.1

COURSE

PROTIP: Time is of the essence when traveling between planets.

Be sure to set your Warp Speed to eight or nine.

Trekkers should note that the game is true to Star Trek lore, with appearances by Cardassians, Vulcans, and Romulans. Those familiar with The Next Generation will feel right at home in this miniature Game Boy galaxy.



LOCK POWER

FREIGHTER OBJECT 4

When you're trying to beam anyone on board, you'll frequently have to lock onto a moving target – and that's tough.

PROTIP: As you guide the Enterprise toward a planet and attempt to enter orbit, the best route is through the rectangular images provided by the computer.

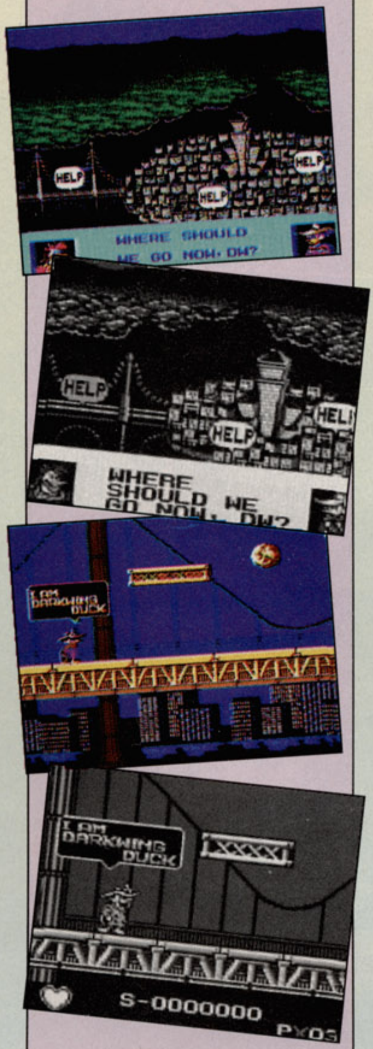
The Next Generation

As the Star Trek: The Next Generation TV show blasts off into its seventh successful season and the crew prepares to make its motion picture debut in *Star Trek VII*, you can experience 24th-Century action first-hand in this cart. Starfleet Academy Cadets throughout the universe will want to set their course for a Game Boy and check out Star Trek: The Next Generation. It's available in a solar system near you. G

GAME BOY PROREVIEW

By Slasher Quan

Just how similar is Darkwing's Game Boy cart to the original NES version? Pictures are worth a thousand words, so check out this side-by-side comparison.



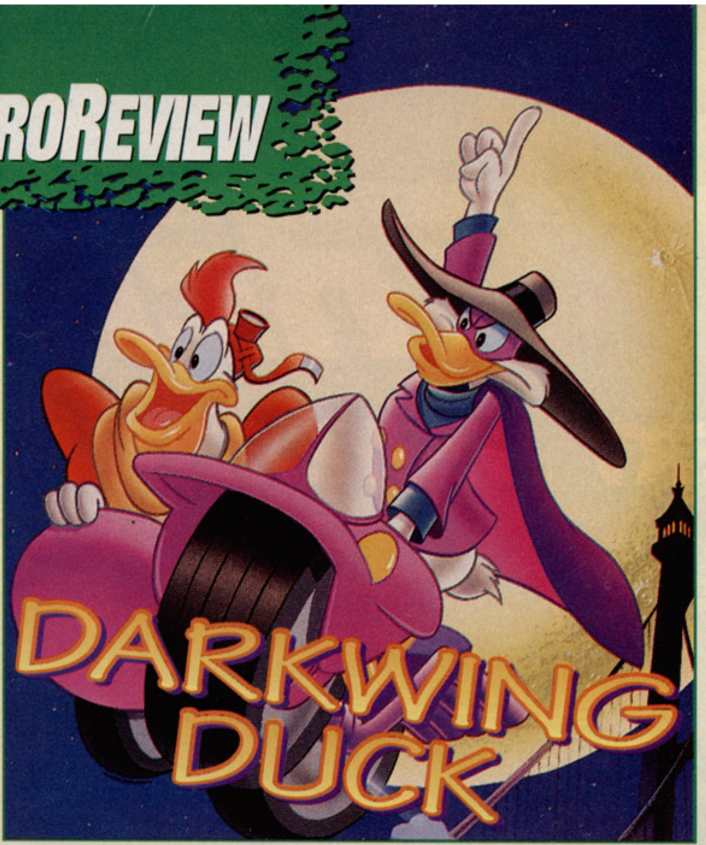
Capcom rebuilt a few of the levels with new floor plans, but otherwise it's a faithful black-and-white translation.

Darkwing Duck by Capcom

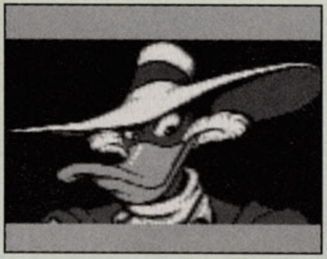
Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	5.0	4.5	ADV. Advanced

Price not available
Available now
Action

One player
Unlimited Continues



That hip crime-fightin' duck, Darkwing, has flown from Disney's cartoon show, and he's due to arrive on your Game Boy any day, courtesy of Capcom. DW's new cart is every bit as good as his previous appearance on the NES. (See ProReview, May '92.)

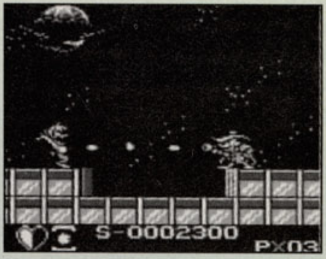


Darkwing Duck, at your service.

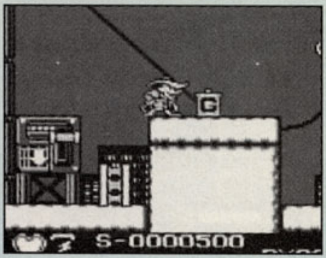
The Scenes of the Crimes

DW tracks F.O.W.L.'s latest crime wave through seven sharp-looking levels into the heart of St. Canard city. The distinctive, side-view graphics are top-notch, but occasionally hard to see. The background tunes are somewhat twangy, but you'll recognize the cool theme song.

F.O.W.L.'s master villains – Quacker Jack, Wolfduck, the Liquidator, Brushroot, Mega-Volt, Moliarty, and Steel Beak – are bad news for the St. Canard citizens, but good news for unemployed superheroes. While the bosses are easily recognizable to fans of the TV show, their henchmen are run-of-the-mill video game enemies: bats, turtles, beetles, alligators, weasels, and the like. This cart's tough, but unlimited continues make it beatable.



PROTIP: Wolfduck's a mean dog when the moon's full. Shoot Wolf's crates and avoid the shrapnel, then nail the normal duck when the clouds cover the moon.

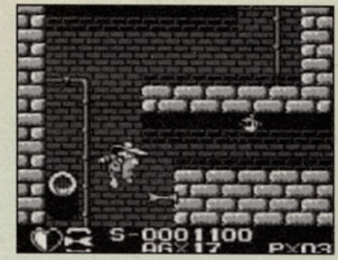


PROTIP: On the bridge, you'll need Heavy Gas to beat Quacker Jack.

PROTIP: While Downtown, watch flamethrowers carefully and zap their heads before they can retaliate.

He Swoops out of the Shadows

Most ducks aren't too agile, but Darkwing's a nimble crime-stopper. His main tool of the trade is a Gas gun, but he can find Arrow, Thunder, and Heavy Gas Pistol power-ups for temporary use. Darkwing can leap, grab onto hooks, and pull himself up to ledges. He can also unfurl his cape as a defense mechanism. The control is precise, much less clumsy than you'd expect from a webfooted duck!



PROTIP: Save the Arrow Gas power-up that you find in the Underpass. After you fall through the first hole, use it to reach the 1-up in the passageway.

PROTIP: Use the cape to ward off knives thrown by enemy ducks.

A Bill of Goods

Darkwing is essentially another formula game. It follows the standard run, jump, shoot, and duck action standards established by dozens of carts, such as Capcom's own Mega Man, DuckTales, and Chip 'n' Dale games. However, the solid graphics, DW's cool moves, and nasty villains make it a fun formula to swallow.

If you already bagged this bird on your 8-bit, the GB cart will give you a good yawn. If you've yet to tangle with F.O.W.L., though, there's no time like the present. G

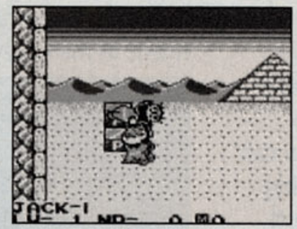
Ninja Boy 2

By Sister Sinister

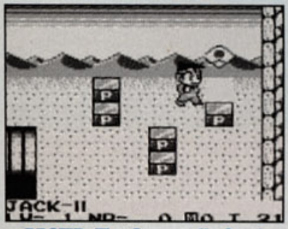
The Ninja Boys, Jack and Ryu, are stuck on an unknown planet. You must guide the boys through the land in search of a way back home. Go it alone with Jack in this role-play/adventure, or link up with a friend and have fun travelling together.

Everybody's Ninja Fighting

The game includes lots of standard role-play features, such as hit points, experience points, and a ¾ overhead view. When the Ninja Boys run into the bad guys, your perspective switches to a side view, and you get to use your full repertoire of easy-to-handle moves. Each Ninja Boy has a deadly Punch, a Moonsault Kick, a stronger Miracle Kick, a Super Run, and a Super Attack. As for weaponry, you pick up T-Stars and Swords along the way. If you're running low on equipment of any kind, stop in the nearest town, save your game, get a password, and do a little shopping.



PROTIP: When hit, the Garlands hold you over their heads. Quickly jump out of their grasp.



PROTIP: The Samurai's fan is hidden behind the top power block in the left-hand corner.

Ninja Boy 2 has above-average sights and sounds. Although the overhead-persective scenes are tough to see, the overall clear graphics make it easy to travel.

There's No Place Like Home

Ninja Boy 2's adjustable challenge makes it a kick for gamers of any level. Let's hope Ninja Boy has a few more adventures before he becomes Ninja Man.

Ninja Boy 2 by Culture Brain

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	4.0	4.5	4.0	Adjustable

$18.50	Role-play
2 megs	Two players
Available May	Passwords, unlimited continues

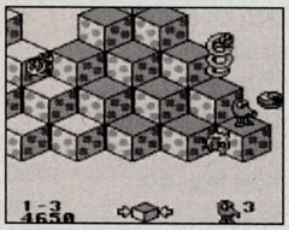
Q*Bert

By Ms. Demeanor

Over.the years,Q*Bert has been king of the hill on the NES, the SNES, and many computer gaming platforms. Now he's moved to the Game Boy's block with 16 levels of high-steppin' action.

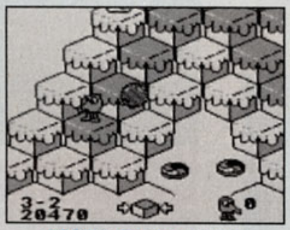
Optically Amusing

Like his predecessors, the Game Boy Q*Bert has to jump on all of the blocks in a pile, avoiding his enemies and changing the blocks to a designated color. And there's the rub: Color. On the tiny monochrome screen, this game is even more graphically challenging. It can be hard to keep the top of the blocks straight.



PROTIP: When Coily is chasing you, lead him to an edge near a spinning disk. Just when he's about to nab you, hop onto the disk and ride it to the top. Coily will fall off and all of your enemies will disappear.

Hats off to the designers of Game Boy Q*Bert, because this version is nicely rendered (right down to Q*Bert's little snout). Q*Bert's nimble, and that's what counts. He hops the way you tell him to, and a Straight or Diagonal option lets you select the most comfortable method of control.



PROTIP: The farther you advance, the more complicated the pattern of blocks. Press Pause when you start a new level to see the layout.

A cool soundtrack hits just the right tone, with bebop-pin' music and hip-hoppin' sound effects.

TipTop Action

This game will keep gamers of all skill levels busy for a good long while. Q*Bert is top of the heap.

Q*Bert by Jaleco

Graphics	Sound	Control	FunFactor	Challenge
				BEG.
3.5	4.0	3.0	4.5	Beginner

$29.95	Action/puzzle
1 meg	One player
Available now	Unlimited continues

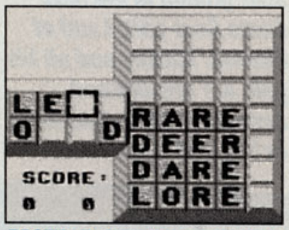
Word Zap

By Ms. Demeanor

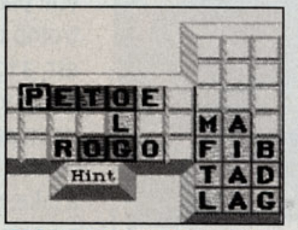
How fast can you spell out: bag, rag, rug, mug, tug? Speedy spelling wins the game in Word Zap, Jaleco's latest word puzzler.

Two for the Price of One

You get two games in this cart: Word Zap and Word Hai. In the title game, you want to be the first to spell out seven three- to five-letter words with the letters provided. You can use letters as often as you'd like. The catch is that whenever you and your opponent spell out the same word, it's "zapped" from both of your lists.



PROTIP: To beat the computer in Any-Letter Word Zap, look for rhyming words and alliteration, like pan, fan, can in three-letter mode, or face, race, lace in four-letter mode.



PROTIP: To win in 3-Letter Word Hai, count the vowels before you start spelling words. Usually, you'll only be able to use one vowel per word.

In Word Hai you also have to spell seven words. However, you can only use a letter once, and you must use up all of the letters on your pallet.

A Tough Customer

Both games succeed or fail based on the quality of the dictionary provided and the challenge of the game. The dictionary here contains more than 10,000 words, and it judges your entries with a fairly even hand. As for the challenge...well, these are hard games, even on the easiest setting. For nuts who love word-play, however, the games do get easier and more addictive the more you play.

If you've got a hankerin' for a tough game of Scrabble, check out this mind-numbing cart.

Word Zap by Jaleco

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	3.0	3.5	3.5	Adjustable

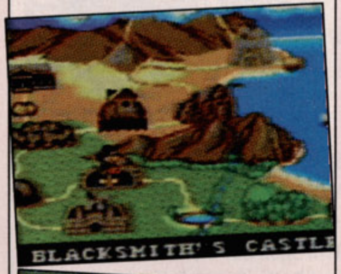
$29.95	Word/puzzle
512 K	Two players
Available now	

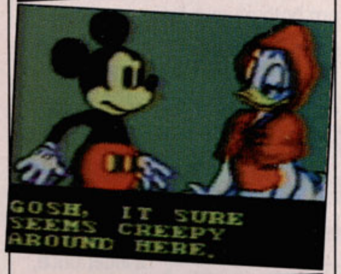
GAME GEAR PROREVIEW

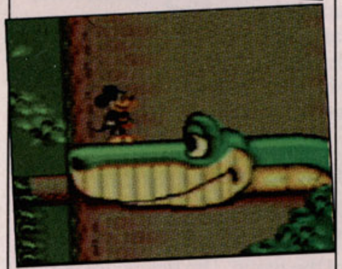
By Scarry Larry

LAND OF ILLUSION STARRING MICKEY MOUSE

Fans of the silver screen and fans of Sega's miniature screen can now find a common ground in the new Game Gear cart, Land of Illusion. Mickey and all his pals are present and accounted for in this interesting and sometimes difficult one-player, side-scrolling quest that transports you through 11 lands in search of the magic crystals. Here's your chance to prove to your friends that you're a man, not a mouse.







Land of Illusion Starring Mickey Mouse by Sega

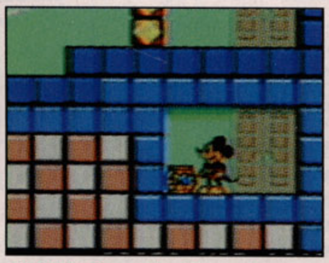
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.0	INT. Intermediate

$39.99
Available now
Action/adventure
One player
Unlimited continues

In Sega's Land of Illusion for the Game Gear, an evil phantom has stolen all the good magic (in the form of crystals) from a village in an enchanted valley. It's up to Mickey to get them back. Never fear, the Mouse is in the house.

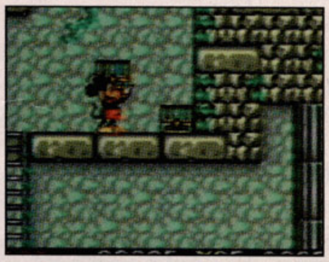
Sugar and Spice and Everything Mice

During your side-scrolling search for Magical Crystals, you play Mickey and you must tromp through a magical forest, a toy shop (where the toys come to life), the ruins of a great palace, and a hostile desert. You also swim through a lake, shrink down and frolic among the flowers, and explore miniature underground caverns.



PROTIP: Pay attention whenever you come across a pot with an "M" on it. You'll probably need to use it as a stepping stool.

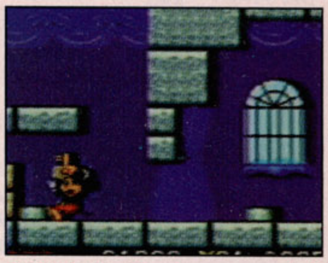
Not every area is a straight stroll. You have to figure out a few puzzles, move through a few walls, and climb some rocks – all while avoiding enemies that try to trap you. Mickey's enemies come in every shape and form, like pushy pumpkins, renegade rocks, mouse-munching plants, and more. Mickey can defend himself by bopping them with his famous butt crunch move, combined with a few items he picks up after defeating bosses, like a magic flute (which will take him back to anywhere he's been), a rope to climb with, and a miniaturizing potion to help him get in and out of tight spots.



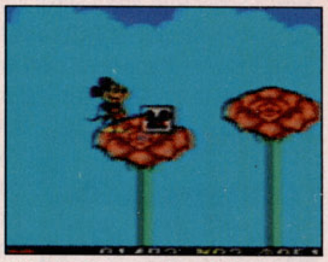
PROTIP: After you get the rope, go back to every stage to increase your health bar by gathering Magic Stars. There's a Star above the chests in the palace ruins.

See You Real Soon

The graphics in Land of Illusion are very good for such a small venue. Mickey moves well and without glitches. The backgrounds fit a lot of detail into a little area. Plus, neat special effects, like the lights going out unless Mickey's holding a lamp and Mickey turning into a small mouse, are fun touches. The music is also good. It provides effective moody accompaniment, like ghost music in the castle scene and cheerful marching music in the valley scene.



PROTIP: Use the key as a weight to reverse the walls in this tricky Enchanted Castle stage.

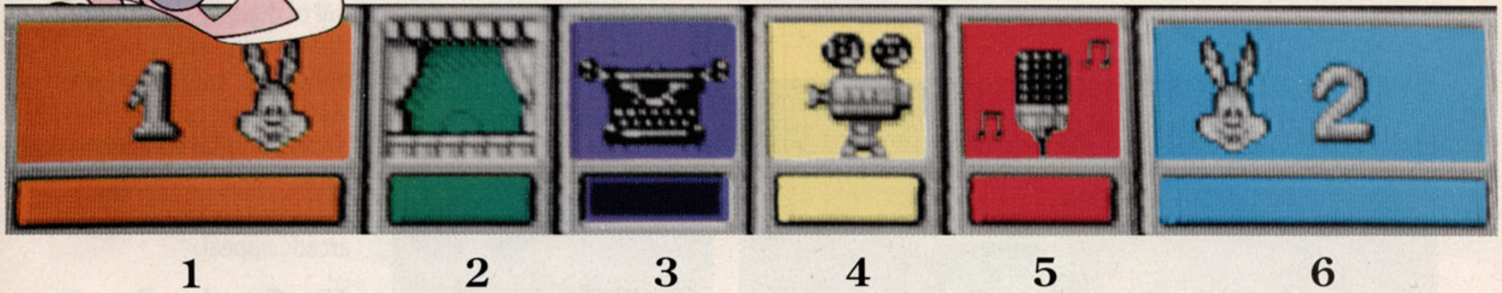


PROTIP: Stay on top of the flowers in the flower field. There's a 1-up on top of the flowers near the end of the stage.

M-I-C-K-E-Y M-O-U-S-E

Although some areas are fairly short, this game is a lot of fun. Special surprises and brain-teasing tricks should keep novice and intermediate gamers happy for a while. Be warned, though, there's no save feature. You have to play through the entire game in one shot. Land of Illusion makes a great car partner on a long trip, or takes the edge off of a long wait in a dentist's office. Trap this mouse if you get a chance.

CREATE YOUR OWN CARTOONS.



The cartoon world's wildest characters are at your command! With Tiny Toon Adventures Cartoon Workshop for the NES™ you can make your own animated shows up to five minutes long, then save them on video with your VCR. It's easy and fun, here's how it's done.

1) Choose a character like Babs Bunny, Buster Bunny, Plucky Duck, or Furrball and select from a wide assortment of hilarious pre-drawn action moves and props.

2) Pick a favorite Toonster scene like Acme Looniversity or the Desert World.

3) Give your stars some wacky one-liners.

4) Then it's "Roll 'em!" for a preview of your cartoon creation. You can also make any changes you want.

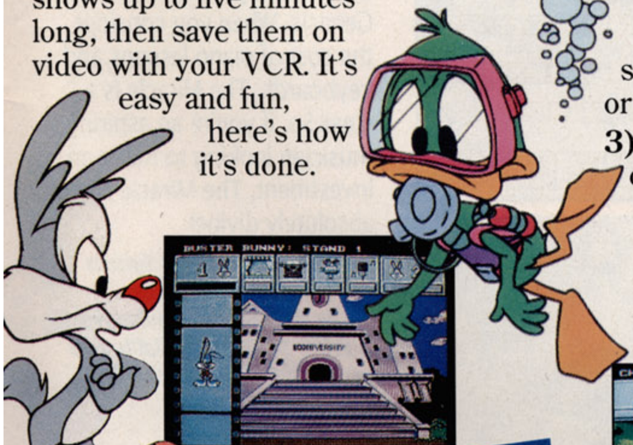
5) Liven up the action with pre-recorded music and sound effects.

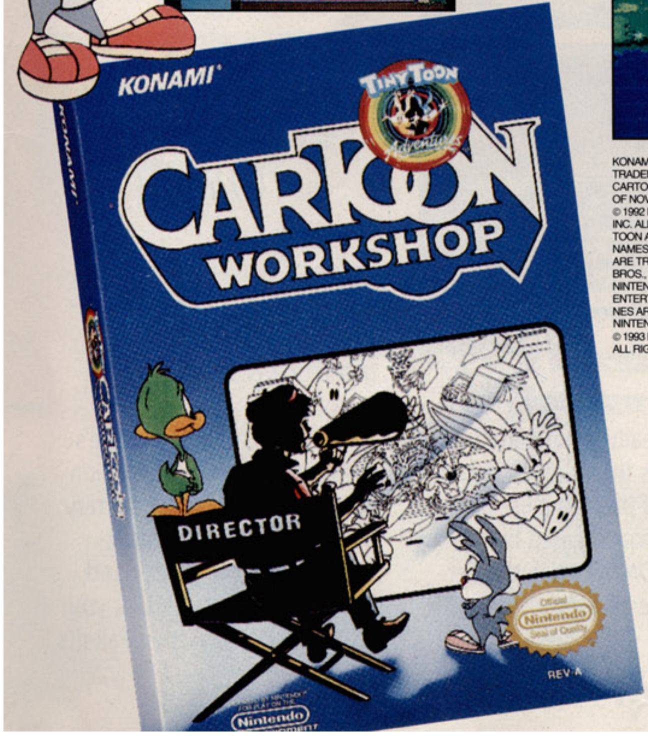
6) Put another character in the scene if you want to. You're the director so holler "Lights! Camera! Action!" and make your own mark on show business!

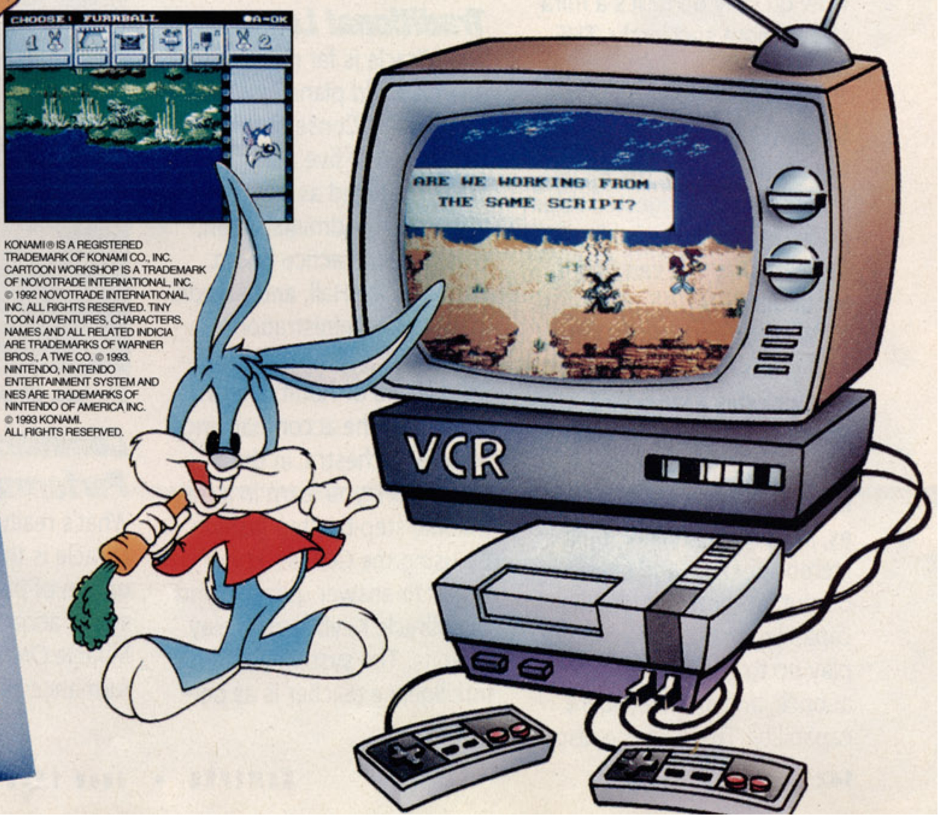
KONAMI®

Konami Game Hint and Tip Line:
1-900-896-HINT(4468).

70¢ per minute charge. Minors must have parental permission before calling.
Touch-tone phone required.


BUSTER BUNNY: STAND 1


KONAMI
TINY TOON Adventures
CARTOON WORKSHOP
DIRECTOR
Official Nintendo Seal of Quality
REV-A
Nintendo


CHOOSE: FURRBALL
ARE WE WORKING FROM THE SAME SCRIPT?
VCR

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HARDWARE HELPERS

WONDER OF WONDERS: THE MIRACLE FOR GENESIS

The Miracle Piano Teaching System

You've probably seen the TV ads where an entire classroom of students learns to play piano in a matter of weeks. How do they do it? It's a miracle, or more succinctly, THE Miracle.

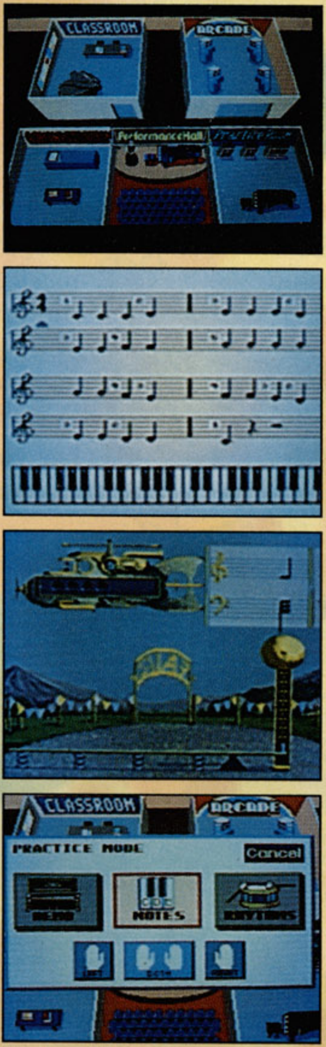
The Miracle Piano Teaching System is now available for the Sega Genesis. The kit has a rather hefty suggested retail price, $479.95, but with a little searching you can find it for under $400.

What do you get for your 400 clams? The Miracle System includes a keyboard, with impressive features like 49 full-size, velocity-sensitive keys, 128 digital sound patches, MIDI compatibility, built-in stereo speakers and stereo output, 16-note polyphonic capability that enables you to play up to 16 different notes at once, and split-keyboard capability. The package also includes a pressure-sensitive foot pedal, stereo earphones, a power adapter, the Miracle Cable that attaches your Genesis to your keyboard, and the Miracle cartridge.

Traditional Lessons

The Miracle is far more than just plain old piano lessons. The Miracle Conservatory is comprised of five different areas (depicted as rooms on the screen): Administration, Classroom, Practice Room, Performance Hall, and Arcade.

In the Administration room, you set the difficulty level (Child or Adult) and the volume of the accompanying Miracle Orchestra. In the Classroom, you learn in a traditional step-by-step fashion by using the Genesis controller to answer quizzes, and the Miracle Keyboard to play lessons. The system's artificial intelligence teacher is as persistent and encouraging as the finest music teachers. When you make mistakes or have a particular problem with one lesson, The Miracle notes your struggle, provides words of encouragement, and addresses the problem by presenting several activities geared toward helping you overcome a difficult section. The Genesis version of The Miracle includes 200 lessons that will teach you everything from rhythm to chords to reading sheet music.



Choices, Choices

Command Performances

What's really unique about The Miracle is that it gives you the option of playing a list of songs accompanied by the Miracle Orchestra in the Performance Hall, or playing arcade-style games to help you with rhythm, sheet music reading, or piano key identification. Before you jam with the band, you'll probably want to visit the Practice Room. Here The Miracle demonstrates a piece and helps you practice the notes or the rhythm alone.

The Miracle Orchestra is full of digitally reproduced instruments, and it helps boost your confidence when you play alongside it. The Arcade is a fun addition to the Miracle system, but the games are definitely lacking in real arcade appeal.

The Burning Question

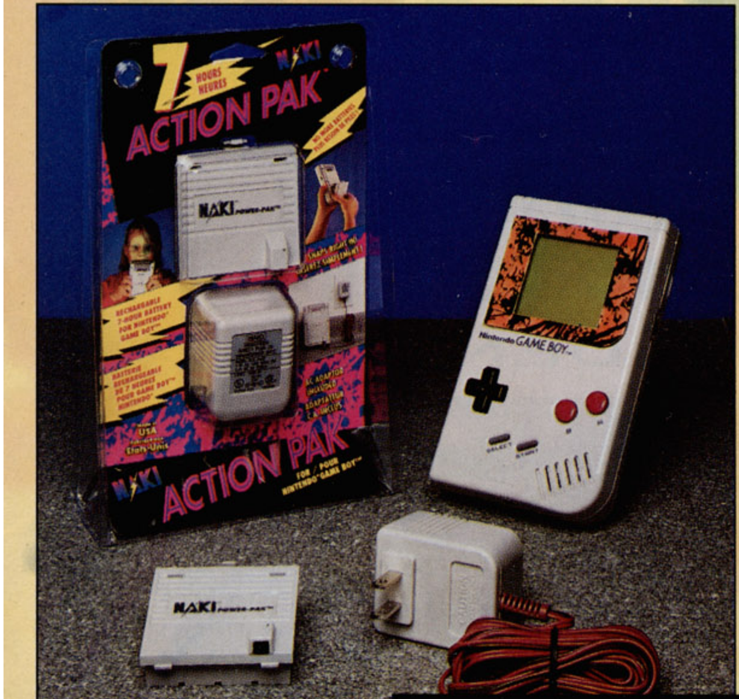
Does The Miracle work? Yes, it does. Despite its high price tag, The Miracle system is one of the most valuable peripherals you can purchase for your Genesis. When you consider the cost of piano lessons and keyboards, The Miracle is a steal! So, if you're an aspiring musician looking to make an investment, The Miracle is absolutely divine!

The Miracle Piano System
for the Genesis
by The Software Toolworks
Price: $479.95, Available now
Product Info: 800/234-3088

NAKI SUPPLIES RECHARGEABLE POWER

Let's talk power! Naki International has an impressive lineup of rechargeable video game power supplies and adapters.

For the Game Boy, there's the uniquely designed Action Pak. Most rechargable battery packs plug into the Game Boy's AC adapter outlet and include a bulky pack that you must carry. The Action Pak fits directly into the Game Boy's battery compartment, no strings attached.



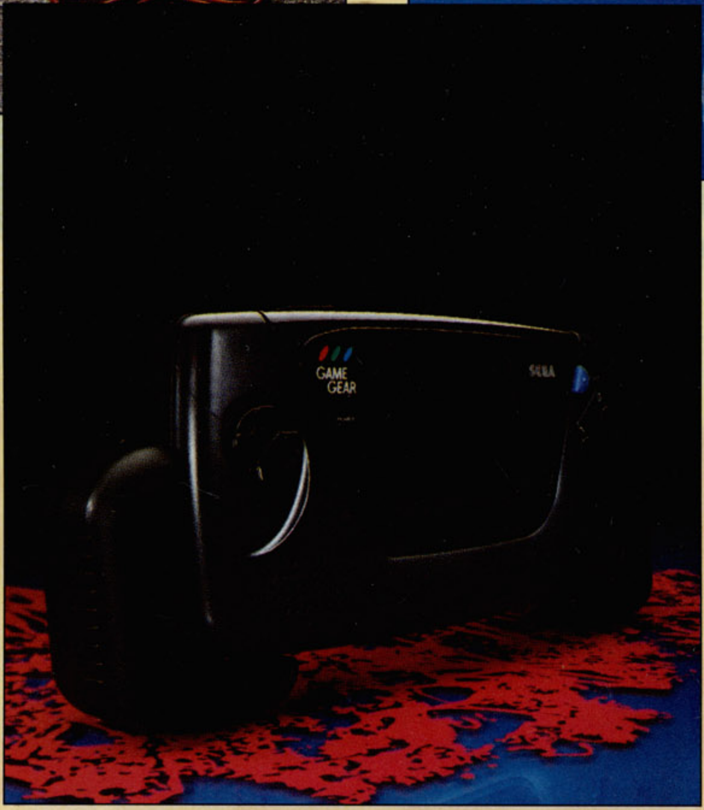
The Action Pak

It's not only smartly designed, it's also highly functional. At full charge, the Pak juices your system for seven hours of continuous play. The recharger plugs straight into the battery pack (you don't have to remove it from the battery compartment), and it also doubles as an AC adapter. For convenience and functionality, the Action Pak is the best recharger/adapter you can buy for your Game Boy.

The Action Pak by Naki
Price: $19.99, Available now

An eco-aware alternative to the Action Pak is Naki's Solar Pak, which fits around your Game Boy like a cradle. The back of the unit is one large solar panel that charges the Pak's batteries for up to seven hours of play. The batteries can be recharged more than 500 times, and they can also be charged with an AC adapter.

The Solar Pak by Naki
Price: $39.99, Available now



The Turbo Twins

Anyone who owns a Game Gear knows that the full-color monitor requires some serious battery power. Naki's Turbo Twins supply a rechargeable load of power and double as a contoured hand grip. The Turbo Twins are two rechargeable battery packs that snap into the Game Gear's battery compartment and extend around the sides of the unit. They come with a recharger cord that doubles as an AC adapter, and the unit actually allows you to play while the batteries are recharging!

The Turbo Twins By Naki
Price: $49.99, Available now

POWER PAK
NAKI

The Atari Lynx Power Pak

In the same vein as the Turbo Twins and the Action Pak, there's a Naki rechargeable battery pack for the Atari Lynx. At full charge, the Power Pak supplies enough power for up to six hours of continuous play.

The Atari Lynx Power Pak by Naki
Price: $39.99, Available now

If your attitude is "Have game will travel," Naki's Car Power will suit your needs. The Car Power is a universal car power adapter for all hand-held game units. This smartly designed cord plugs into the cigarette lighter of your automobile and powers up your Game Boy, Game Gear, Lynx, or Turbo Express. This unit is a must for frequent road trippers.

The Car Power by Naki
Price: $9.99, Available now

The First CD-ROM

FLASHBACK

THE QUEST FOR IDENTITY™

For tips and information:

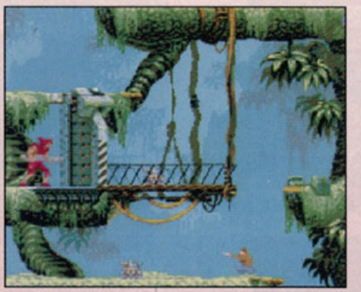
U.S. Gold GAME*line*
1-900-288-GAME (4263)
$.85 per minute charge. If you are under 18 years old get your parents' permission before calling the GAME*line*. Touch-tone phone required.
U.S. Gold Inc., San Francisco, CA 94111

Now available!!!

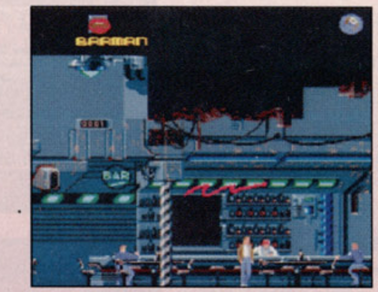
The Official Flashback-The Quest for Identity Strategy Guide

A detailed guide of hints, strategy tips and the further adventures of Conrad from Marvel® comics.
Call the U.S. Gold GAME*line* for information on purchasing it.

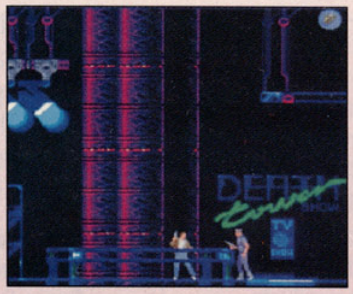
Game in a Cartridge!



Planet Titan: *It's a jungle out there. Filled with mutants, antimatter fields and other weird stuff.*

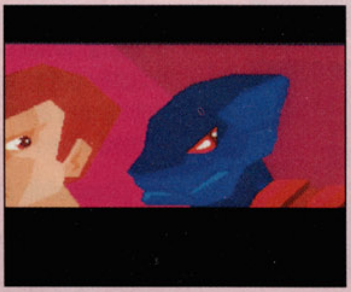


New Washington: *Find your memory (remember that?) then go under cover to avoid the Heat.*

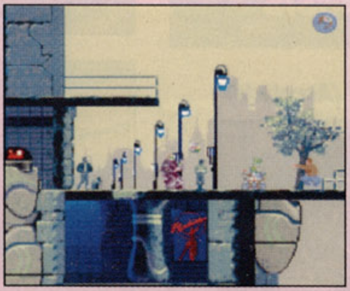


DEATH tower

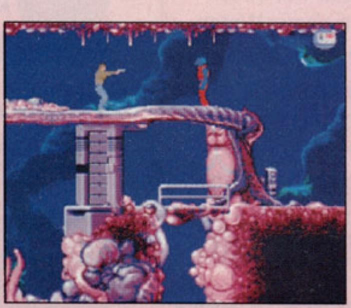
Death Tower: *In a futuristic gladiator battle, it's a fight to the finish against replicants.*



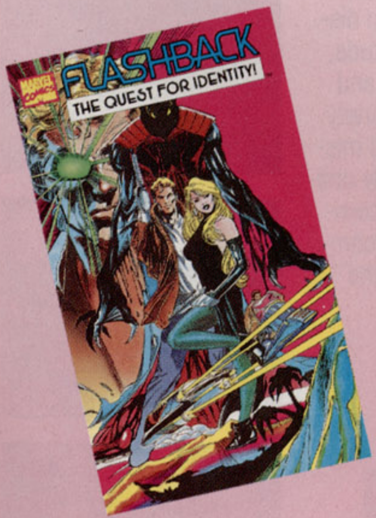
Paradise Club: *You sniff out the aliens' bizarro plans but now they're on to you dude.*



Earth: *Oops! Your identity is uncovered. Now robot cops want to pulverize you.*



Planet Morphs: *Surprise! You show up at the aliens' HQ. They don't look happy!*



MARVEL COMICS
FLASHBACK
THE QUEST FOR IDENTITY!

Exclusive 14-page Marvel® Comic Book included inside the package.

Flashback – the first game ever to pump awesome high-octane CD ROM performance from a cartridge. The action screams along at 24 frames-per-second. Just like movie animation. And after each level, the game moves along with animated sequences that are straight out of Hollywood. Excellent!

The Plot? You play the part of Conrad Hart, a GBI agent in training. You stumble on a bizarre alien plot to conquer the earth. Now you've got to outwit and combat droves of replicants, deadly aliens, traps and other stuff too weird for words. No problem for a pro like you...NOT!

Still not convinced? Then check it out at your local game habitat. Flashback – it's like putting your Genesis into warp drive.

U.S. GOLD
and
Delphine Software
PRESENT
FLASHBACK
THE QUEST FOR IDENTITY
12+
Exclusive Marvel comic inside!
GENESIS
SEGA

Available for Sega™ Genesis™

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U.S. GOLD and Delphine Software INTERNATIONAL

SHORT PROSHOTS

Check out this sneak peek of the hot games appearing in June at the Summer Consumer Electronics Show in Chicago, Illinois. Twice each year, the entire home electronics industry gets together to show off their latest products.

Here's the inside scoop on some of the products that will be featured at the show. Watch for full PreViews and ProReviews on these games later this year!

Sega CD

Bram Stoker's Dracula
(Sony Imagesoft)

This game includes digitized video of real actors and actual sequences from the movie. The photorealistic pictures were created with the same massive Silicon Graphics computers used for special effects in Hollywood. This beast will stalk CES on the Sega CD and the Genesis!

(Available now on Sega CD; this summer on the Genesis, Game Gear, SNES, NES and Game Boy.)

Genesis

WarpSpeed *(Accolade)*

Scenario
Nexus
You are promoted
to the rank of
Scout.

STRIKER
CLASS:
Armament:

Defend the Earth in the first Starfighter capable of tackling entire squadrons of enemy ships (which come in 16 varieties). At the press of a button, you rush through space until a blinding flash marks your cross into WarpSpeed. With loops, turns, and spins, the 3D spaceships in this seven-mission game push the Genesis's rotation and scaling graphics capabilities to the max. Successfully complete all missions, and you'll get to fly higher powered ships.

(Available Now)

MiG-29 *(Tengen)*

MiG-29
Produced by Jim Tripp
Graphics - Alan Tomkins
& Saurav Sarkar
of The KREMLIN

In a scenario that bears a remarkable resemblance to the Gulf War of '91, you fly Sorties in Russian-built MiG-29s against a fanatical Middle-Eastern aggressor. A heads-up display lets you see your altitude, speed, weapon selection, and direction. Armed with a variety of weapons – from guided missiles to cannons – you'll fly one training mission and five combat missions. This desert combat game's gonna Storm the Summer CES!

(Available May)

Shining Force
(Sega of America)

Listen now,
1,000 years have passed since
we sealed the Dark Dragon.

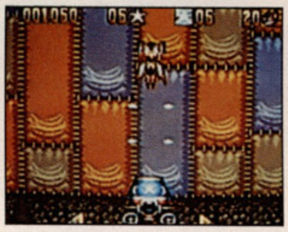
Ok, ok. Phew! Let's rest. This o
ld man tires easily.

CES will also herald the return of classic RPG gaming with a sequel to Shining in the Dark. Shining Force adds its own spin on the RPG genre, though. In this game, you begin with a ready-made band of mates and travel through the eight chapters, where you'll need to recruit more than 30 fighters. What's more, you actually get to keep experience points and any new levels gained when you die.

(Available Summer '93)

Super NES

Aero the Acrobat *(Sunsoft)*



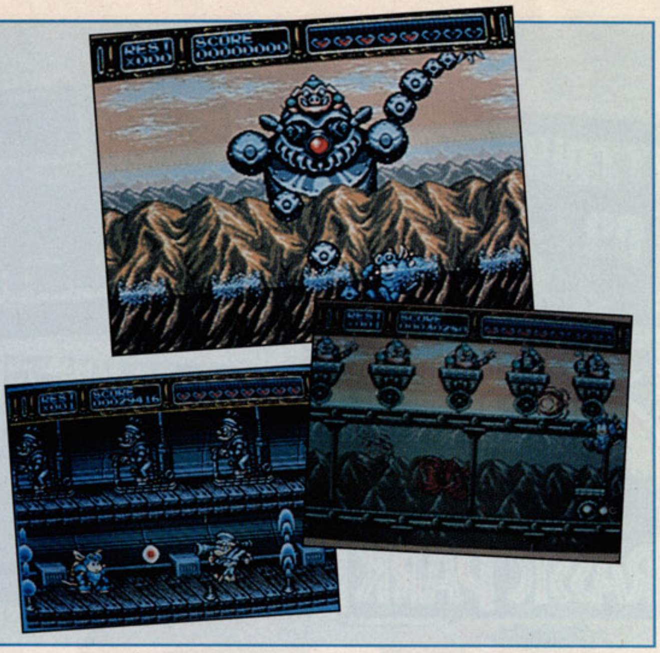
If you thought Bruce Wayne was the only bat with an attitude, wait until Aero takes the stage. Aero's a master acrobat who thrills circus audiences with amazing flips and dare-

Genesis

RocketKnight ***(Konami)***

Here's a super scoop – pictures of Sparkster, Konami's latest Genesis game hero. In his world, swords, magic, and machinery collide. Armed with a sword, a prehensile tail, and a rocket pack, Sparkster's gonna swing low at CES as he battles Axle Gear the Black Knight.

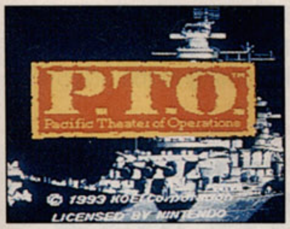
(Available August)



devil flying. He's tough. He's cool. He's loveable. And he's got to save the circus from an evil industrialist and a kamikaze squirrel, who both were banned from the circus and are out for revenge. Aero may also be getting his own cartoon series. Stay tuned for details.

(Available Fall '93)

PTO: Pacific Theater of Operations ***(Koei)***



P.T.O.
Pacific Theater of Operations
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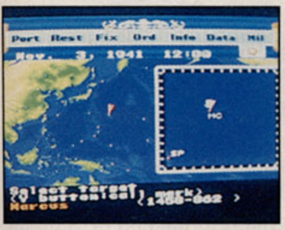
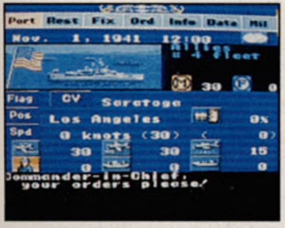


Port
Rest
Fix
Ord
Info
Data
Mil
Nov. 3, 1941 12:00
Select target
Marcus

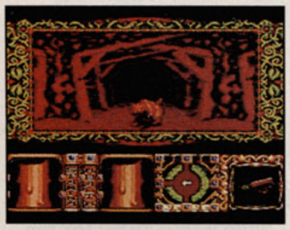


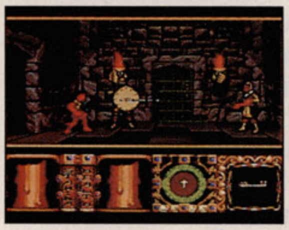
Port
Rest
Fix
Ord
Info
Data
Mil
Nov. 1, 1941 12:00
Flag
CV
Saratoga
Pos
Los Angeles
Spd
0 knots (30)
Commander-in-Chief, your orders please!

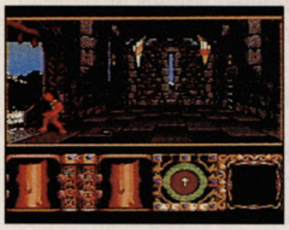
Air raid! The Japanese strike on Pearl Harbor on December 7, 1941 propelled the U.S. into the Second World War. In this simulation, you have the unique opportunity to play either the Allies or the Japanese. You get to assemble a fleet, launch recon Sorties, discuss strategies, and conduct massive assaults. The game includes 10 difficulty levels, historically accurate maps, and more than 200 historical ships. Challenge history and change the outcome of WWII's great sea and air battles.

(Available June)

Obitus ***(Bullet-Proof)***





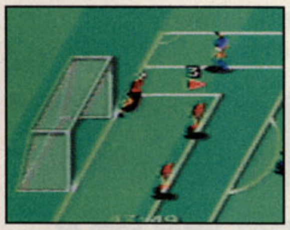


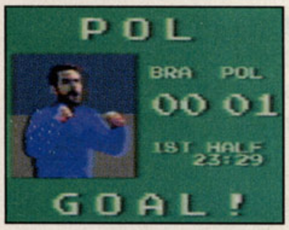
This fantasy action/adventure game will be flaunting its first-person point of view in Chicago this summer. Obitus will transport you to a mysterious medieval land, where you'll search 12 stages spanning four realms. Throughout this eight-meg adventure, you'll collect more than 70 items and meet up with dozens of characters–some with helpful advice, others with a good fight. On the PC and the Amiga Obitus was lauded for its graphics and game play.

(Available Summer '93)

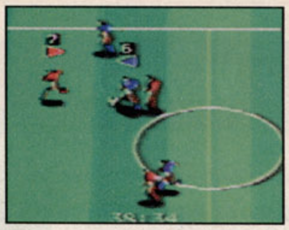
Game Gear

World Cup Soccer ***(Tengen)***





POL
BRA POL
00 01
1ST HALF
23:29
GOAL!



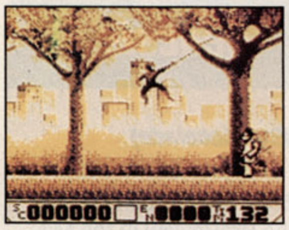
Tengen pulls a header at CES this summer with World Cup Soccer. It delivers teams from 28 countries for full World Cup action. You'll stay on top of the action with a deep, ¾-overhead game play perpective. Play against the computer or Game Link with a friend for head-to-head competition.

(Available August)

Game Boy

Spider-Man 3: Invasion of the Spider-Slayers ***(LJN)***

SPIDER-MAN
3



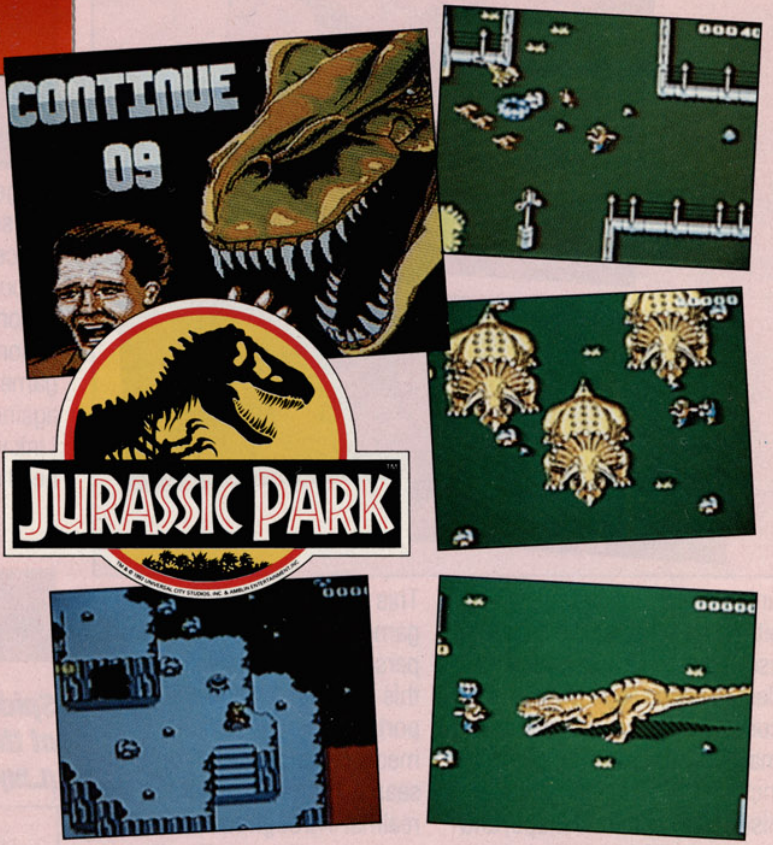
As one of Marvel Comics' foremost heroes, Spider-Man swings into CES with the third installment in LJN's Spidey saga for the Game Boy. In various NYC settings, our wall-crawling superhero combats such archenemies as Electro, Scorpion, and The Tinkerer. In the end, though, Spidey has to confront the USS – The Ultimate Spider-Slayer! Luckily, you have several new moves in your arsenal, including ceiling walking, web spinning, and an all-new web trampoline.

(Available Summer '93)

Nintendo

Jurassic Park (Ocean of America)

In what's probably one of the most anticipated movie and video game releases of the year, Jurassic Park is finally roaming to the NES! Check out these sneak peek shots from the game. Jurassic Park transports you to a mysterious, fog-shrouded island off the coast of Costa Rica. It's a biological preserve, and the most incredible theme park of all time, filled with breathtaking behemoths – dinosaurs!



Late Breaking News

Look for more info on these games after the Summer Consumer Electronics Show.

Genesis

Bubsy (Accolade)

This cat's just like its Super Nintendo counterpart. Check out the ProReview in the May '93 issue of GamePro.

Davis Cup Tennis (Tengen)

In this game, a split screen lets two players volly, lob, and slice. Its icon interface gives you access to Practice, Training Camp, Competition modes, and more. The fictional characters also represent the real Davis Cup countries.

Dune II (Virgin)

This sequel is similar to SimCity in that you have to develop resources and allocate them, but it also includes real-time battles. Its predecessor, Dune I, will soon be out for Sega CD, too.

Robocop vs. Terminator (Virgin)

In this one-player, side-scrolling action game, you play Robocop as you try to save hostages and defeat the Terminator.

Star Cruiser (Namco)

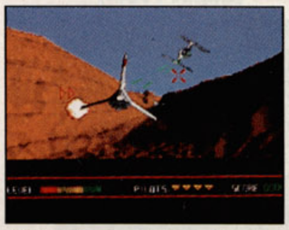
This one-player, first-person RPG uses filled polygon graphics. Cruise around four solar systems in over 50 hours of game play.

Sega CD

Indiana Jones Fate of Atlantis (JVC)

The next installment in JVC's Indiana Jones action/adventure series will be appearing at CES.

Rebel Assault (Lucas Arts)



What does it take to fly for the Rebel Alliance? Courage, loyalty, quick reflexes, and The Force. Rebel Assault is LucasArts' latest CD arcade/action game. With 15 levels of flying and fighting, it promises to be a real screamer. Rebel Assault is rendered entirely in 3D, with full-motion video and speech. This is LucasArts' first CD-only release.

Thunder Hawk (JVC)

Fly the unfriendly skies in this 3D helicopter simulation that's descending on CES this summer.

Super NES

Cool Spot (Virgin)

This game's just like its Genesis predecessor (see ProReview, April '93). Cool Spot is also coming soon for the Sega CD and Game Gear systems.

Grand Prix One (Atlus)

Here's a two-player motorcycle racing game in the tradition of Outrun. With a behind-the-bike perspective, you race through 12 countries.

Journey to the Center of the Earth (Sony Imagesoft)

Explore new worlds in this adventure game based on the new TV series. Hot Silicon Graphics pix are being planned for this cart.

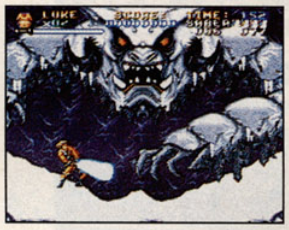
Last Action Hero (Sony Imagesoft)

Watch for this action/adventure game based on Arnold Schwarzenegger's latest flick.

Mega Man (Capcom)

The star of more than eight fantastic games for the Nintendo and Game Boy systems is finally coming to the SNES!!

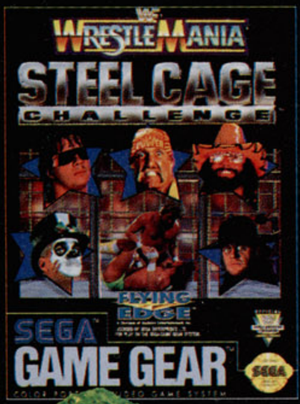
Super Empire Strikes Back (Lucas Arts/JVC)



Luke's battle against the Empire continues as he studies with Yoda and confronts Vader. This 12-meg cart is 50% larger than its Super Star Wars predecessor. It will take advantage of the Super Nintendo's innovation technology, including Mode 7 with vertical control (sequences over hilly terrain) as well as horizontal control. Watch for more on this hot new game later this summer.

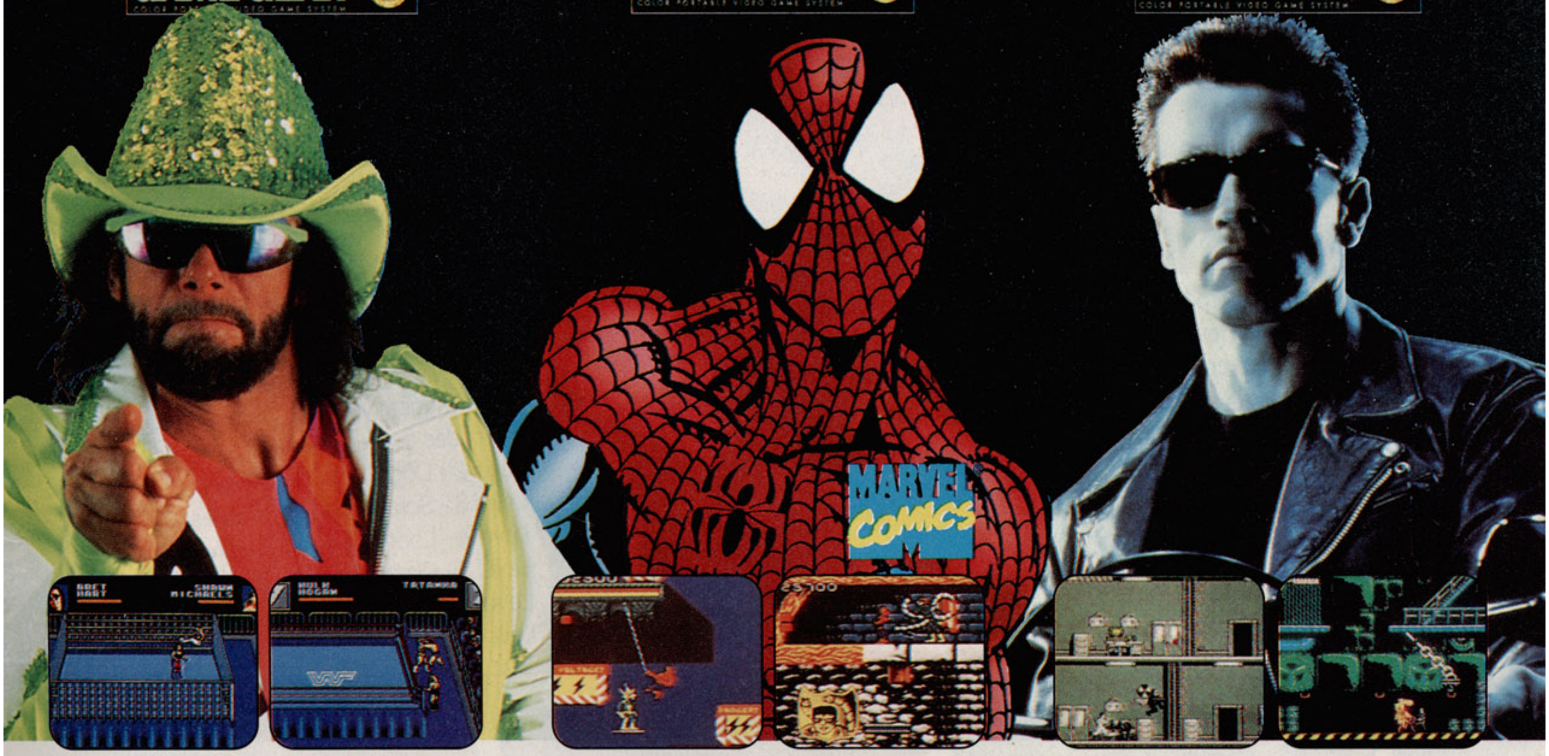
GEAR UP!

THE RAGE IN THE CAGE, THE WAR OF THE WEBS AND THE BATTLE OF THE MACHINES!


WWF
WrestleMania
STEEL CAGE CHALLENGE
FLYING EDGE
SEGA
GAME GEAR
COLOR PORTABLE VIDEO GAME SYSTEM

SPIDER-MAN
RETURN OF THE SINISTER SIX
FLYING EDGE
MARVEL COMICS
SEGA
GAME GEAR
COLOR PORTABLE VIDEO GAME SYSTEM

T2
TERMINATOR 2
JUDGMENT DAY
FLYING EDGE
SEGA
GAME GEAR
COLOR PORTABLE VIDEO GAME SYSTEM


MARVEL COMICS

ACTION SO INTENSE ONLY 15 FEET OF STEEL CAN CONTAIN IT!

IN AND OUT OF THE RING MAYHEM!

UNPLUG ELECTRO WITH WEB-SWINGING ACTION!

BATTLE DR. OCTOPUS' ARMY OF ARMS!

DESTROY CYBERDYNE RESEARCH!

HASTA LA VISTA, BABY!

For more portable power, check out the bodyslamming excitement of WWF® WrestleMania® Steel Cage Challenge™, the amazing web-swinging action of Spider-Man®: Return of the Sinister Six™, and the explosive firepower of Terminator™ 2: Judgment Day. Gear up for great graphics and game play with the biggest superstars on Game Gear™!

GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM

FLYING EDGE™

OFFICIAL SEGA SEAL OF QUALITY

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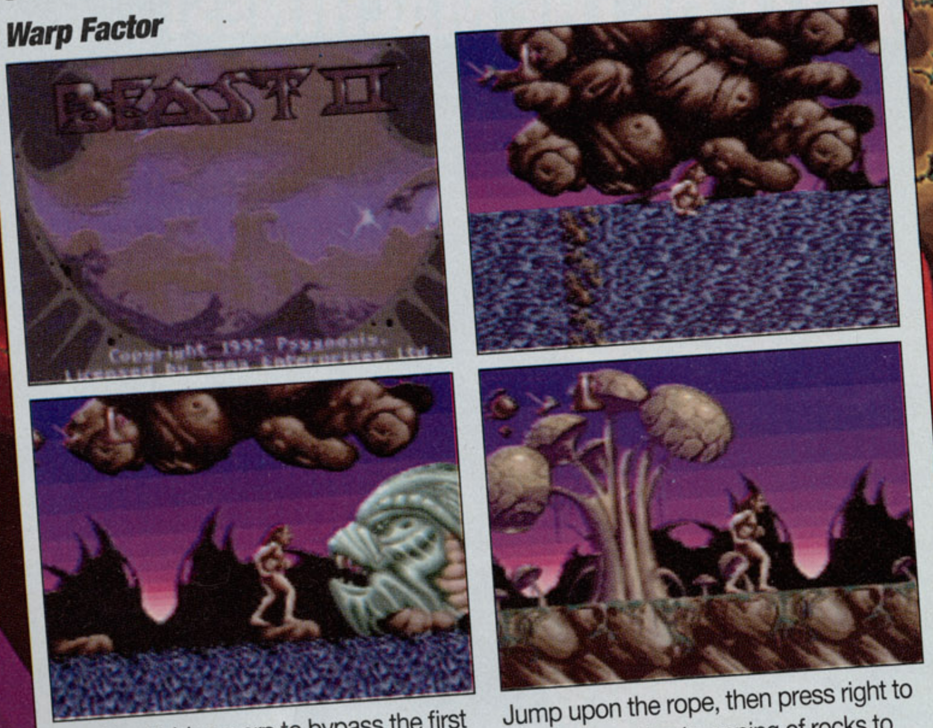
S.W.A.T.PRO

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

Genesis

Shadow of the Beast II

Warp Factor


BEAST II
Copyright 1992 Psygnosis
Licensed by Sega Enterprises Ltd

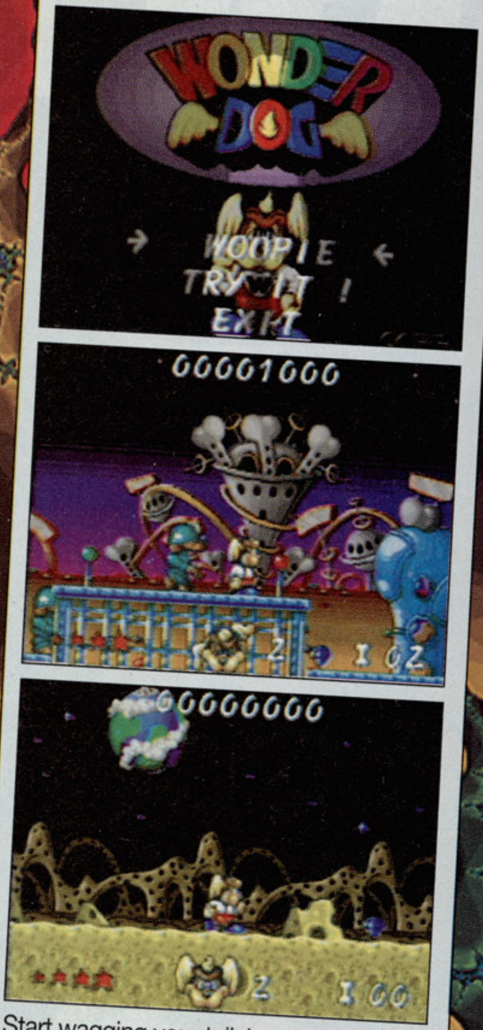
Here's a hidden warp to bypass the first level boss. Jump down the waterfall and battle the Blue Water Demon. Deliberately fall off the rocks and let the water sweep you to the rope that says GRAB.

Jump upon the rope, then press right to clear the small outcropping of rocks to your right. Let the current carry you again, and you'll end up past the boss and in the latter part of the first stage.

Sega CD

Wonder Dog

Passwords


WONDER DOG
WOOPIE
TRY IT !
EXIT
00001000
00000000

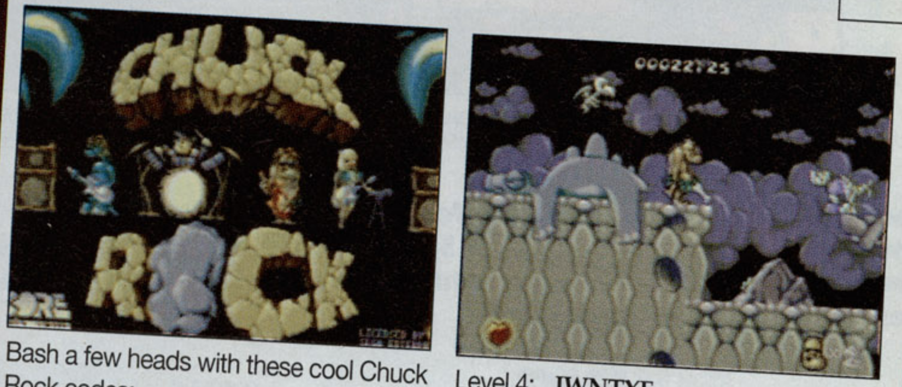
Start wagging your tail, because here are the codes for Wonder Dog:

Level 2 - Dogville: Mystic
Level 3 - Scrapyard: Ankles
Level 4 - Looney Moon: Ledzep
Level 5 - Planet Weird: Reeves
Level 6 - Foggia: Pixies
Level 7 - K-9: Woopie

Sega CD

Chuck Rock

Passwords


CHUCK ROCK
00022725

Bash a few heads with these cool Chuck Rock codes:

Level 2: GJFKFN
Level 3: PDPKKN
Level 4: JWNTXF
Level 5: TSFNVP

Super NES

Prince of Persia

Passwords

PRINCE of PERSIA
by Jordan Mechner
Prince of Persia is a registered trademark of Broderbund Software, Inc.
©1989, 1992 Broderbund Software, Inc.
Jordan Mechner. All rights reserved.
©1992 NCS Corporation.
Programmed by Arsys Software, Inc.
©1992 KONAMI
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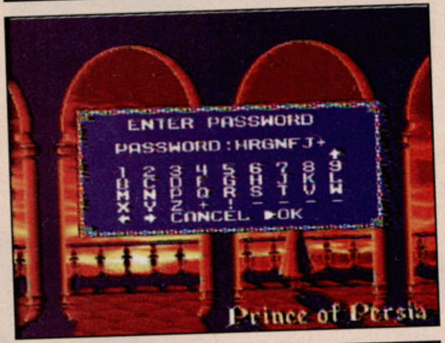
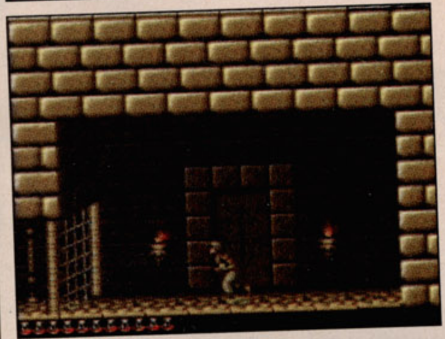

ENTER PASSWORD
PASSWORD:HRGNFJ+
CANCEL
OK
Prince of Persia



Use these passwords to help the Prince of Persia defeat Jaffar:

Level 2: VW5J+9B
Level 3: BHTRBX4
Level 4: VHB7DV9
Level 5: 3N9N37X
Level 6: MGMGTC9
Level 7: LPC1+H2
Level 8: CPMQTQG
Level 9: BQ1V+2L
Level 10: 951C3ND
Level 11: 3KJ9+LD
Level 12: M8Q8LJZ
Level 13: BYP8W+D
Level 14: 97PZLPZ
Level 15: YMF2L1!
Level 16: 8CZFWB5
Level 17: 7L1GS4C
Level 18: Z35Q9LC
Level 19: Q95YFJC
Level 20: 86W3MY5

Denny Ross, Morovia, IA

Super NES

Super MarioKart

Ghost Code

SUPER MARIOKART
©1992 Nintendo

You're vapor-ware with this Ghost Code for Super MarioKart. Choose the one-player Time Trial mode and select any driver. Choose Mario Circuit 1. Then, drive around the track without touching the sides. After the race, go to Retry. When the light turns green, a ghost will appear. Race him and see who wins!

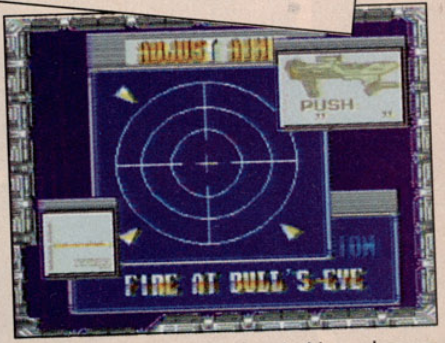
Brody Palanek, Valley Stream, NY

Super NES

Battleclash

Pick Difficulty Levels

BATTLECLASH
©1992 Nintendo
TURBO ON
OFF


ADJUST AIM
PUSH
FIRE AT BULL'S-EYE

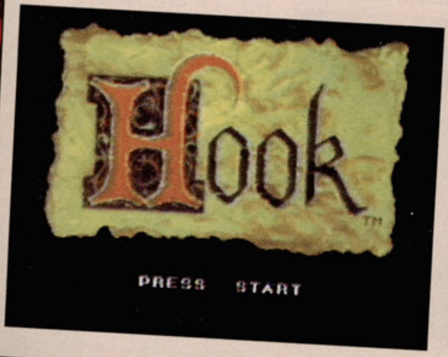
Scope out this Battleclash code to change Difficulty levels. When the title screen appears, simultaneously press and hold down Select and Button L. Now choose any Difficulty level in Battle Mode.

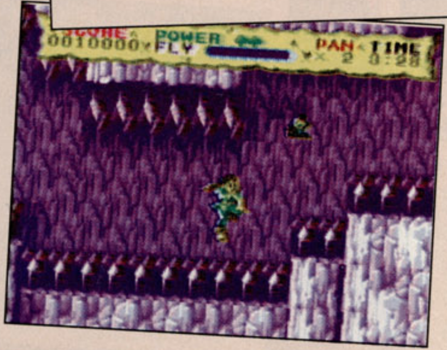
Charles Maxwell, Cuyahoga Falls, OH

Super NES

Hook

99 Lives


Hook
PRESS START


SCORE 0010000
POWER FLY
PAN 2
TIME 3:28

You can fly! You can fly! You can fly all over Neverland once you've earned 99 lives in Hook. In Level One, use Tink to fill up your power, then fly to the right until you reach a cave filled with spikes. Carefully maneuver through the cave until you reach a 3-up. Let yourself die, and repeat this procedure until you max out your lives.

Kris Matthews, Wyoming, MI

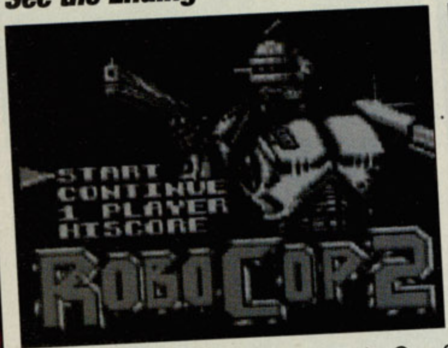
S.W.A.T.PRO

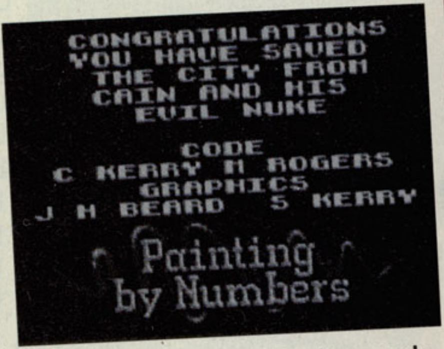
VIDEO GAME STRATEGIES, WEAPONS AND TACTICS

Game Boy

RoboCop 2

See the Ending





CONGRATULATIONS
YOU HAVE SAVED
THE CITY FROM
CAIN AND HIS
EVIL NUKE

CODE
C KERRY M ROGERS
GRAPHICS
J M BEARD S KERRY

Painting
by Numbers

Try this simple trick to see the RoboCop 2 ending without playing the game. **When the title screen appears, simultaneously press Button A, Button B, Select, and Start.** To see the ending, **press Left** on your directional pad.

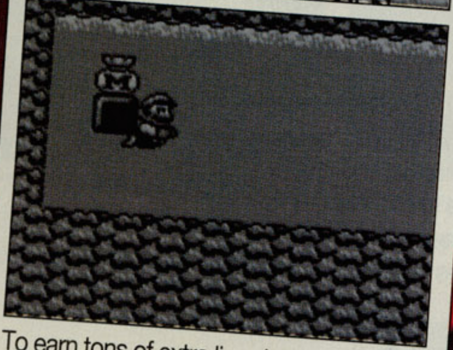
Michael Foster, Booneville, MS

Game Boy

Super Mario Land 2

Earn 99 Lives

SUPER MARIO LAND 2
6 Golden Coins™
©1992 Nintendo



To earn tons of extra lives in Super Mario Land 2, clear the Hippopotamus Zone and the Space Zone. Return to the Hippopotamus Zone, run into the water, and then to the left. Grab the prize worth 50 coins, then pause the game and press Select.

Do this over and over until you've grab 999 coins, then play the Bonus Game. Repeat this procedure until you have 99 lives!

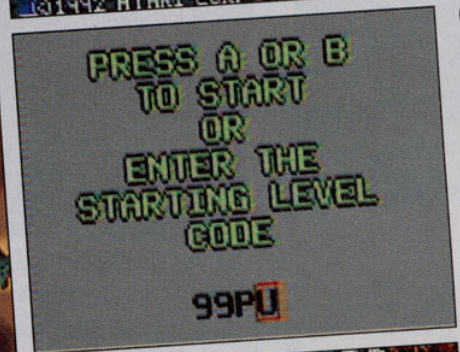
Aaron Nathan, Wheaton, IL

Lynx

Basketbrawl

Passwords

BASKETBRAWL™
©1992 ATARI CORP



PRESS A OR B
TO START
OR
ENTER THE
STARTING LEVEL
CODE

99PU

Here are passwords that let you take a shot at the hoop in any level of Basketbrawl. Even better, the codes transport you to the beginning of each level with maximum power-ups!

Court 1-1:	999Q
Court 1-2:	P99R
Court 1-3:	9P9S
Court 2-1:	PP9T
Court 2-2:	99PU
Court 2-3:	P9PV
Court 3-1:	9PPW
Court 3-2:	PPPX
Court 3-3:	999I
Court 4-1:	P99J
Court 4-2:	9P9K
Court 4-3:	PP9L
Court 5-1:	99PM
Court 5-2:	P9PN
Court 5-3:	9PPO

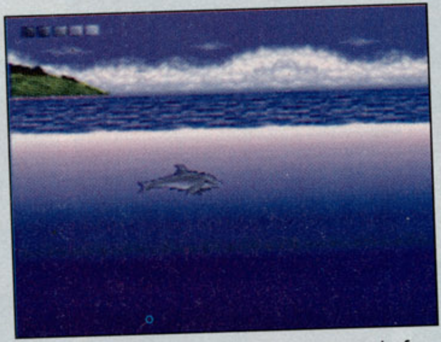
Deena Krutak, Fresno, CA

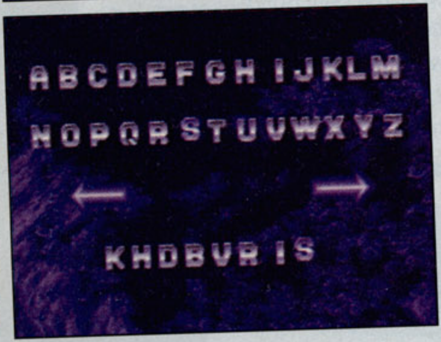
Genesis

Ecco the Dolphin

Dolphin Made Easy

ECCO™
COPYRIGHT SEGA OF AMERICA
DEVELOPED BY NOVOTRADE




ABCDEFGHIJKLM
NOPQRSTUVWXYZ
KHDBVRIS

Here are some awesome passwords for Ecco the Dolphin. If you're having trouble keeping your dolphin alive, these unlimited air codes should help.

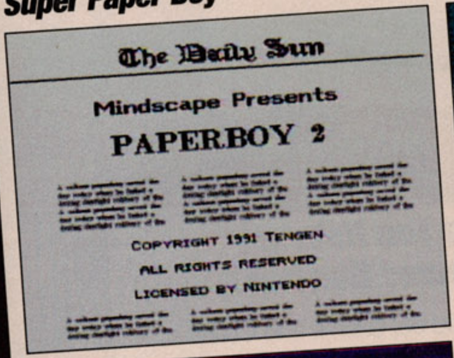
The Undercaves: levelsct
The Lagoon: sharkfin
Open Ocean: khdbvris
Ice Zone: xrgqxrix
Hard Water: maglxrlm
Cold Water: lnxhxrlb
Island Zone: dvjlurlc
Deep Water: oewsurlc

Alex Dupont, Cincinatti, OH

Super NES

Paper Boy 2

Super Paper Boy


The Daily Sun
Mindscape Presents
PAPERBOY 2
COPYRIGHT 1991 TENGEN
ALL RIGHTS RESERVED
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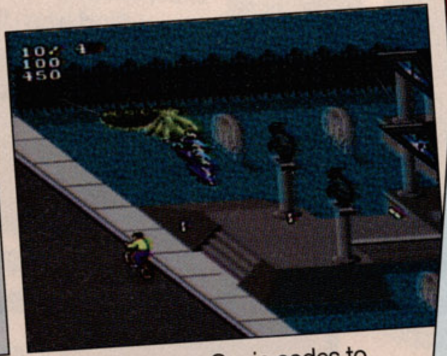

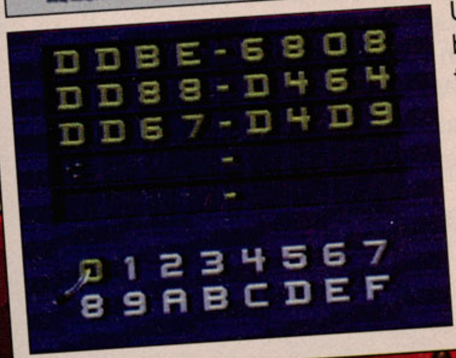
DDBE-6808
DD88-D464
DD67-D4D9
01234567
89ABCDEF

Use these Game Genie codes to become the ultimate Paper Boy on the SNES:

Infinite Lives: DDBE-6808
Infinite Papers: DD88-D464
Infinite Time: DD67-D4D9

Kathy Stephens, Kodak, IN

Genesis

Game Genie Codes: Batman Returns

Help for the Dark Knight

START
OPTIONS
BATMAN™
RETURNS
© 1992 SEGA
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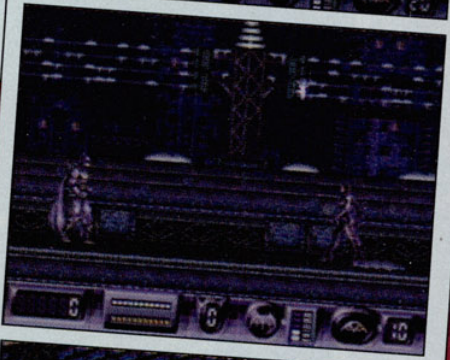
TM & ©1992 ALL RIGHTS RESERVED



To help you fight the Penguin and Catwoman, here are some awesome Game Genie codes from the wizards at Galoob:

Invincibility: BLYT-AA4R
Infinite Super Batarangs: BLLA-AA7A
Start at the end: C5GA-CAD6

Thanks again to the Main GamePro, Dave Tilbor!

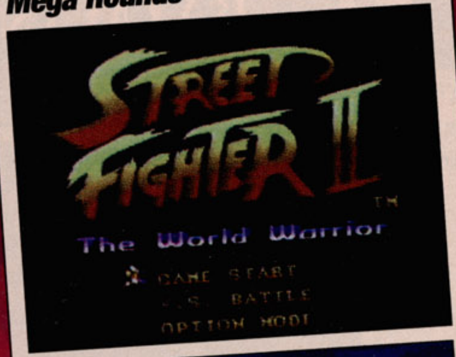
S.W.A.T.PRO

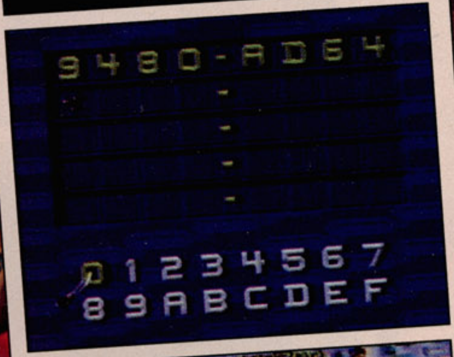
VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

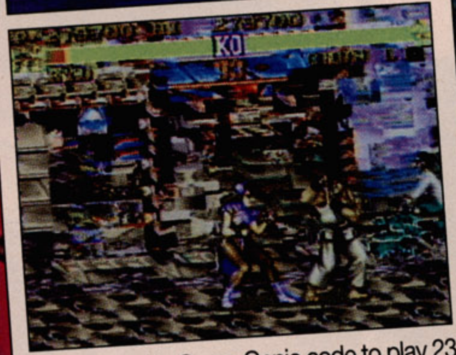
Super NES

Street Fighter II

Mega Rounds







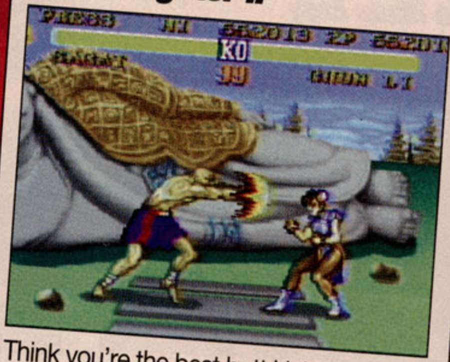
Check out this Game Genie code to play 23 rounds against your World Warrior opponent! From the fifth to the 16th rounds, the sound effects will be messed up from using this code. During the 17th to the 23rd rounds, the game's backgrounds will be scrambled. It's weird, but fun.

23 Rounds: 9480-AD64

Lawrence Lee, San Francisco, CA

Super NES

Action Replay Code: Street Fighter II



Think you're the best butt kicker around? Try this code: 7E0C B201.

Now you have to fight against every Street Fighter, but without any of your special moves. Try that out, tough guy!

Rob Taylor, Cleveland, OH

Sega CD

Sewer Shark

Continue

You can continue in Sewer Shark, but not until you've attained the level of "Exterminator" or "Beach Bum." **To continue, simultaneously press Buttons A, C, and Start** when the closing credits begin to roll.

William Simpson, Los Angeles, CA

Do You Have a Secret Weapon?

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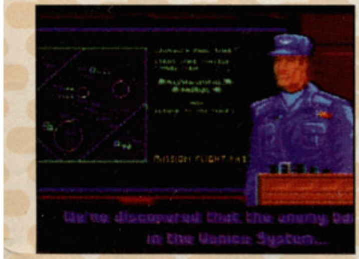
GAMEBUSTERS

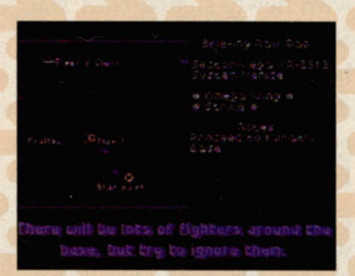
By Kamikaze

Like other epic battles throughout time, Wing Commander has two possible outcomes — victory or defeat! To see the victorious ending, you must complete all 18 missions successfully to defeat the Kilrathi. You'll know you're on the winning flight path if you begin Level 6 in the Venice Star System...and your commander's in good spirits.



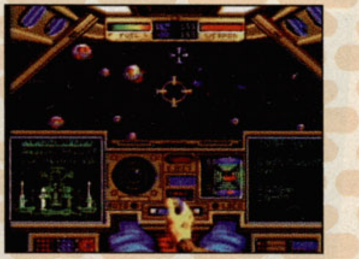
We've discovered that the enemy ba

in the Venice System...

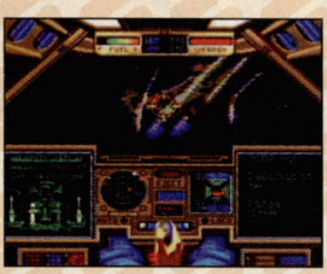


There will be lots of fighters around the base, but try to ignore them.

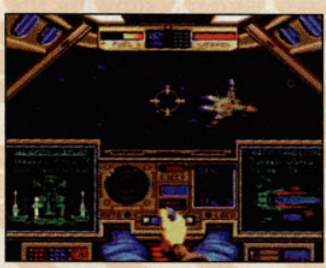
1) Your final mission in the Venice Star System is to lead Epsilon Wing on a four Nav-point search-and-destroy mission to find the Kilrathi High Command's base ship.



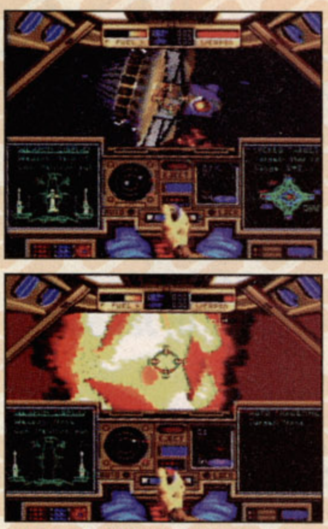
2) PROTIP: On the way to Nav Point 1, mines appear at 43,000 kilometers. To avoid them, slow to 150 KPS and move away as soon as a mine appears in your gun sights.



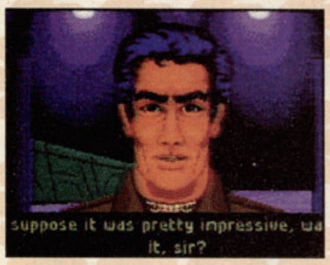
3) PROTIP: Your main adversaries on the way to the base ship are Kilrathi fighters. Always slow to around 100 KPS to engage fighters.



4) PROTIP: The Sit 'n' Spin is a very effective tactic. When a Kilrathi ship passes by, kill your engines by pressing L and R simultaneously. Then pull a 360-degree spin, firing on any targets that appear. To chase ships, tap Y to briefly fire the afterburners, but keep your speed at 0 KPS.



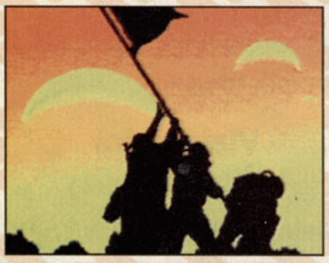
5) PROTIP: Save your missiles for your attack on the Kilrathi base. However, you may still have to strafe it with your guns.



suppose it was pretty impressive, wa

it, sir?

6) V-K Day! Victory over the Kilrathi!



7) The war is over thanks to your excellent flying skills.

WING
COMMANDER
TRPL
KPS 2400
BLASTER
CRUISE 82
LOCK

PRONEWS

Street Fighter II Turbo Coming to SNES in Japan!

Hot on the heels of **SF II: Champion Edition** for the Genesis (see page 26), **Capcom Co. Ltd.** has announced plans to release **Street Fighter II Turbo** later this year. for Japan's Super Famicom system Based on the arcade game, SF II Turbo offers all the features of the Champion Edition, including the ability to play as the boss characters. Turbo also boosts game play speed by approximately 15%, and adds new special moves for each World Warrior, such as Chun Li's Fireball, Dhalsim's Disappear, and Ryu's midair Hurricane Kick. Capcom is considering a Super NES release of the same cartridge in North America.

Visions for Virtual Reality

Visions of Reality is a new company with plans for a virtual reality (VR) arcade system. Based in San Francisco, CA, this outfit has allied itself with **Kaiser Electro-Optic Inc.** and the **Sense8 Corporation**. Kaiser Electro-Optic is a leading manufacturer of optical systems for cockpit displays and for head-mounted displays in military jets and flight simulators. Sense8 is a pioneer in virtual reality software.

According to Dan Rice, president of Visions of Reality, the game will be a sit-down VR unit with a head-mounted display (HMD). As many as 30 units can be networked together for massive game participation. No details are forthcoming concerning the software, but Rice says it will be different from anything currently available, including W Industries' **Legend Quest**. "W Industries has done a fantastic job showing the world what can be accomplished in virtual reality. I have tremendous respect for them," Rice says. "However, their current games represent something similar to what Atari's Pong was to the current generation of arcade machines."

Visions of Reality game systems will be available by September '93. The company plans to have five games out by the end of the year.

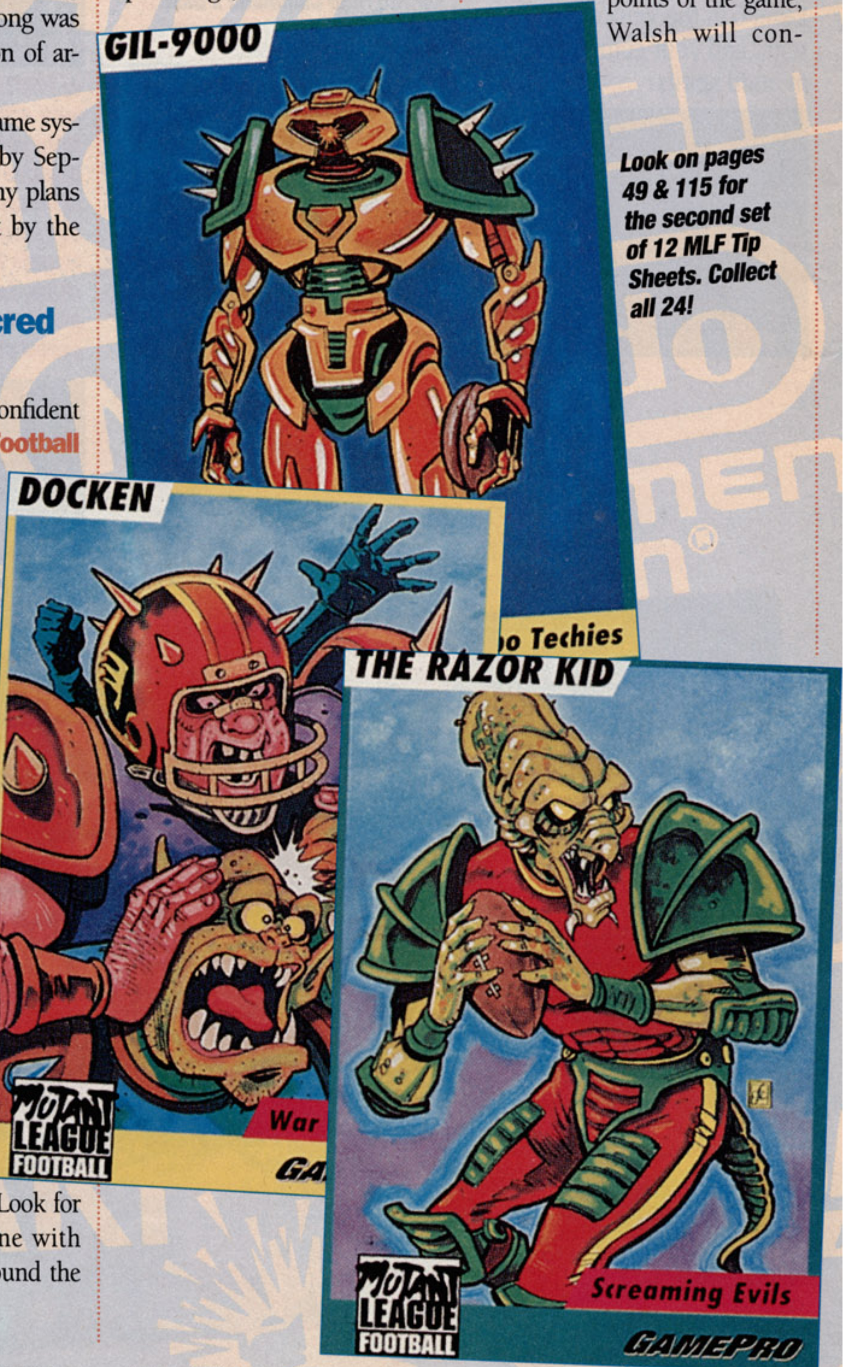
Nothing Is Sacred at EA

Electronic Arts is so confident that **Mutant League Football** (see The Sports Page, May '93) will knock the video game sports world on its rear, it has decided to make the rogue league legit by announcing a Mutant League Sports product line. Already in the renegade rink is **Mutant League Hockey** (see The Sports Page, this issue). After that, there's a rip-roaring motorcycle cart on-line, tentatively titled "Mutant Speed Demons." EA will likely push this rad and bad philosophy onto other titles as well. Look for another EA product line with an attitude to appear around the end of the year.

Shaquille O'Neal and Bill Walsh Lead EA Sports

EA Sports, the athletic division of Electronic Arts, has made a deal with newly signed NBA star, Shaquille O'Neal. Shaq will go head-to-head with Michael Jordan in an upcoming basketball game. This Pro game will play like Jordan vs. Bird, arguably the game that set EA on its award-winning sports path. The Shaq Attack will also be featured in several other EA Sports games.

As reported in this issue's Sports Page, Bill Walsh – former San Francisco '49ers coach, current Stanford University head football coach, and NFL Hall of Famer – is joining the EA Sports team. Bill Walsh Collegiate Football will use a football engine that's totally different from John Madden Football. The cart will feature 24 NCAA gridiron teams, even though it will not sport an NCAA license. Team performance will be based on '92 stats. Additionally, the cart will contain 24 famous college teams from past seasons spanning the years from 1979 to 1991. In addition to overseeing the finer football points of the game, Walsh will con-



Look on pages 49 & 115 for the second set of 12 MLF Tip Sheets. Collect all 24!

tribute scouting reports on each team. The reports will be assembled by his legion of analysts.

Also coming from EA Sports are sequels to some perennial Genesis and SNES megahits. Look for **John Madden '94**, **NHLPA '94**, and **NBA '94** by the end of the year. EAS also has a new baseball game on deck, and their soccer and tennis games are preparing to break into the limelight as well.

The Belmonts Find a New Home

Castlevania is coming to the Genesis! **Konami's** famous vampire-stalking action/adventure game will star the same characters and feature a story line based on the game made famous in the NES and the Super NES. The Genesis version, however, will be a completely new adventure. Rumor also has it that there's a MegaDrive CD version haunting the nighttime screens in Japan. Look for the Genesis game to surface in the fourth quarter of '93. Can Castlevania V for the SNES be far behind? It won't materialize in '93, says Konami.

Dive in with Ocean of America

Ocean of America is set to launch two games that coincide with the release of hot summer movies, **Jurassic Park** and **Dennis the Menace**. In June, NES and Game Boy versions of both games will be released, followed by SNES versions in the fall. Ocean's other hot movie license is **Addams Family 2**. The movie will be released in late '93, and stars the original cast from the first flick. Look for NES, Game Boy, and SNES versions of Addams Family 2 in late '93 or early '94.

Game Genie Stays Out of the Bottle

Although **Nintendo of America** continues to try to stop the sales of **Galoob**'s **Game Genie**, it looks like the popular product is here to stay. In a March decision, the U.S. Supreme Court rejected Nintendo's appeal of a lower-court decision that allowed Galoob to sell the Genie. Sales of the Game Genie in '92 jumped to 65 million, up from the 29 million earned in 1991.

SUPER MARIO LAND
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SELECT
START
B
A

Pump It Up

In mid-March, **Prudential Equity** announced an 11 million dollar capital investment in **Accolade**. Accolade will use the cash infusion to develop a new line of games, tentatively called "Games with Personality." Their "personality" roundup will include games like **Jack Nicklaus Power Challenge Golf**, **Brett Hull Hockey**, **Pelè Soccer**, **Mike Ditka Football**, **Al Michaels Announces HardBall**, and **Bubsy the Bobcat**. Games for both personal computer and video game formats are in the works.

The Story Behind the Story

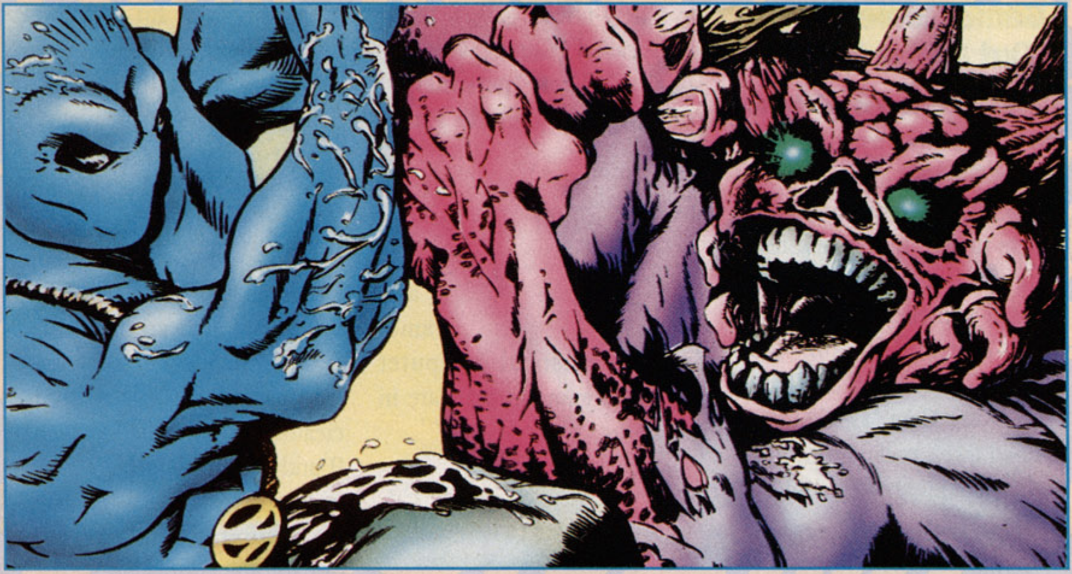
Sure, everyone's heard of **Shanghai II**. This popular personal computer and video game based on the ancient game of Mah-Jongg has hit just about every format. But what you probably don't know about Shanghai II is the story behind the product. The creator of Shanghai II, Brodie Lockard, was a member of the Stanford University gymnastics team. During a 1979 practice session, Brodie suffered an injury that left him quadriplegic. Despite his physical challenges, Brodie created and developed Shanghai II and continues to be involved in the product's release on various platforms. Brodie plans to donate any profits he receives from the SNES version of the game to the Miami Project to Cure Paralysis at the University of Miami Medical School.

That's Goofy

Goofy, longtime canine star of Disney fame, is making his video debut on several different platforms. **Capcom**'s been working on Goof Troop, an SNES role-play adventure due out this summer. Absolute also announced that they're bringing the "captain of clumsiness" to the Sega Genesis. Disney always works closely with its licensees to ensure that any product featuring a Disney character is up to their tough standards, and Disney-licensed titles to date have been top notch. Absolute plans to continue in this tradition and hopes to make their game...well...Goofy. Look for hilarious misadventures, fumbling blunders, and Goofy's usual chaos. You'll have to wait until November to see this one in the store. Gawrsh durn it!

Zen TV

America's newest comic book eco-warrior, **Zen Intergalactic Ninja**, made a splash on the NES earlier this year. Now the environmentally correct warrior



is taking his message to Saturday mornings with an animated cartoon series. The show will include Zen's eco-sidekicks, Lights-Out and Can-It. The team will work to stop vile Lord Contaminous, Garbageman, Oil Slick, and other noxious villains from polluting the biosphere.

SFII Contest

Blockbuster Video and ***GamePro*** magazine are teaming up with KKRD Radio in Wichita, Kansas, and KDVV Radio in Topeka, Kansas, to sponsor a three-week SNES Street Fighter II tournament. The tournament begins June 4th and runs through June 20th. Blockbuster stores in both cities will run local tournies and choose individual store champions. The finalists will gather for the Wichita and Topeka City Championship events on June 19th and 20th. Store champs will battle it out, and the City Champ in each contest will take on *GamePro*'s game pro in a head-to-head challenge. During the Championship events, *GamePro* staffers will conduct a SFII clinic for would-be champs, and anyone else who's interested. And, of course, we're gonna throw around tons of cool prizes. The goodies include GamePro Tips Tapes, Street Fighter II Strategy Guides, Street Fighter II cartridges, subscriptions to *GamePro*, free Blockbuster movie rentals, GamePro T-Shirts, Game Boys, Super Nintendos, and, the ultimate grand prize, a free trip for two to Kansas City with paid travel expenses and accomodations, and passes to Worlds and Oceans of Fun. See you there.

Team Blockbuster!

In case you haven't heard, there's something cool happening at **Blockbuster Video**. Beginning in late June '93, you're gonna get more than a great game when you rent a cart at Blockbuster. With every video game rental, customers will receive a **Team Blockbuster Trading Card**. On the cards you'll find hot information on the most popular games out there, including game play tips. Collect all the cards, get the complete set, trade them with your friends, and become a card-carrying member of Team Blockbuster!

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Top 10 Video Game Rentals

Nintendo NES	Super Nintendo	Sega Genesis
1. Tecmo NBA Basketball	1. Star Fox	1. X-Men
2. Batman Returns	2. Tecmo Super NBA Basketball	2. Flashback
3. Mega Man 5	3. Tiny Toon Adventures: Buster Busts Loose	3. Fatal Fury
4. Bases Loaded 4	4. Spiderman & X-Men: Arcade's Revenge	4. Bulls vs. Blazers & The NBA Playoffs
5. Tiny Toon Adventures 2: Trouble In Wackyland	5. Bulls vs. Blazers & The NBA Playoffs	5. Tiny Toon Adventures: Buster's Hidden Treasure
6. Caesar's Palace	6. Tom & Jerry	6. Battletoads
7. Best of the Best	7. Outlander	7. American Gladiators
8. The Simpsons: Bart Meets Radioactive Man	8. SimEarth	8. NBA All-Star Challenge
9. Home Alone 2: Lost in New York	9. Super Star Wars	9. Chester Cheetah
10. Spiderman: Return of the Sinister Six^3	10. Sonic Blast Man	10. PGA Tour Golf II

This information was provided exclusively to GamePro Magazine courtesy of Blockbuster Video.

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45	Blaster Master II
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49	Bulls Vs Blazers NBA...
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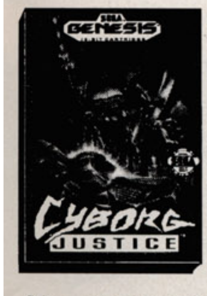

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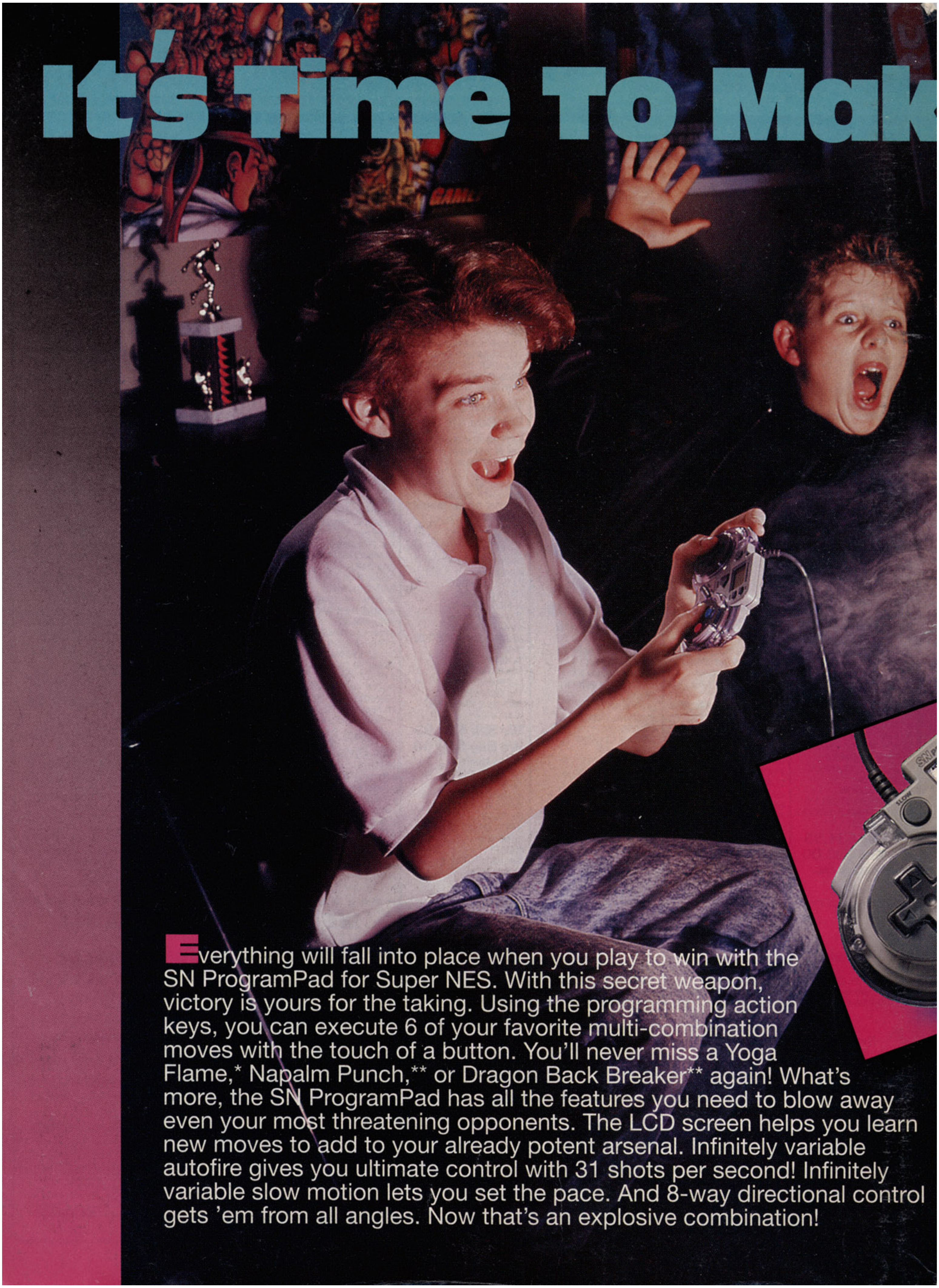

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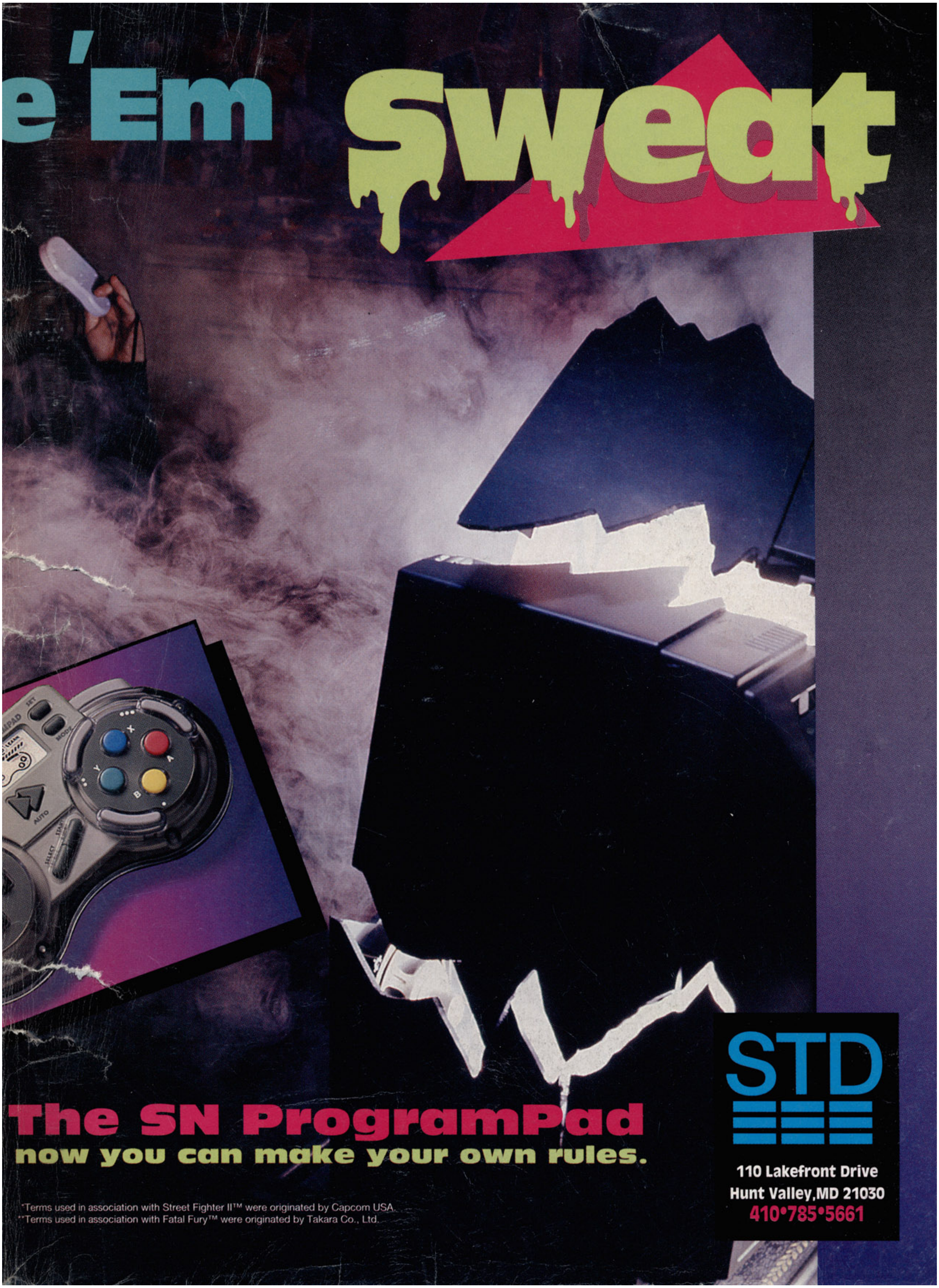

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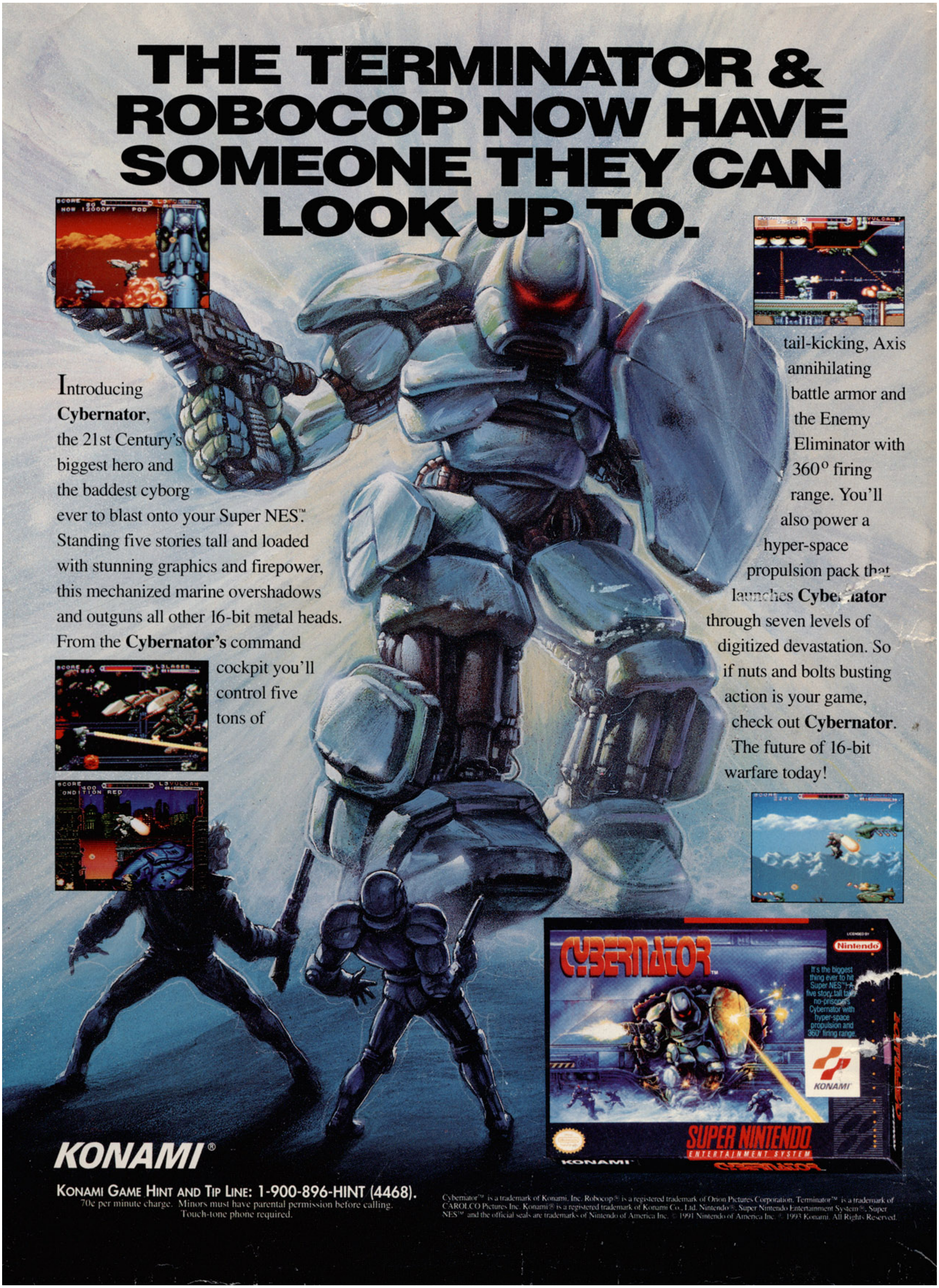

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